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UNSUNG HEROES...

"There are a lot of unsung heroes in the world of software. Behind every great game, there's more than just the programmer and the designer. There's more than the producer, the artists and the musicians. There are the people that keep the word out on the street going about each new project that comes up. There are the people who write the manuals, who design the boxes, who add all of the little things that make a game what it is. These are the meat and bones of this industry, since these are the people who do much of the work and get little of the credit outside of their own company."

In June, the computer gaming industry convened in Chicago for the Summer Consumer Electronics Show. These shows give those of us in the press an opportunity to hobnob with the folks in our industry, get the lowdown on new titles and figure out what we think is going to be hot for the next six months. It also gives us a great chance to fall behind on our sleep, work up some monster-sized blisters on our feet and miss meals. Still, CES is an exciting time and a whole lot of fun.

I've now attended five CES's, and this one just past was certainly the most exciting. There was plenty of great software and not a few great parties to celebrate this software. More than that, it was a chance to get to know the people we talk to on the phone.

There are a lot of unsung heroes in the world of software. Behind every great game, there's more than just the programmer and the designer. There's more than the producer, the artists and the musicians. There are the people that keep the word out on the street going about each new project that comes up. There are the people who write the manuals, who design the boxes, who add all of the little things that make a game what it is. These are the meat and bones of this industry, since these are the people who do much of the work and get little of the credit outside of their own company.

The next time you purchase a game, think about all of the work that goes into it; hundreds and thousands of hours of time spent making each detail perfect. Do that, and you'll know why the unsung heroes in the gaming world deserve our thanks and all the credit we can give them.

A few months ago, we printed a survey that we asked you readers to fill out and send back to us so that we would have a better idea of who was out there.

Our survey results show a broad range of readership as far as age is concerned, although most who responded were over 30. The responses were also predominantly male and virtually everyone who wrote in owns a PC or compatible system. Of those PC's, half of the respondents have 386's and the other half own 486's, with 33 Mhz being the most common speed.

It wasn't too shocking to learn that most of those readers who sent in their surveys are game fanatics. Almost half of you have over 50% of your hard drive dedicated to games, and well over half buy ten or more games a year. Over half own more than 35 games. It also wasn't too surprising to find out that the majority of readers are fans of simulators, role-playing games and action/adventure titles.

There's a new survey this month, too. Please take the time to fill it out and help us get to know you a little better. See you in thirty!

STEVE HONEYWELL
Editor

COMPUTER GAME REVIEW and CD-ROM ENTERTAINMENT
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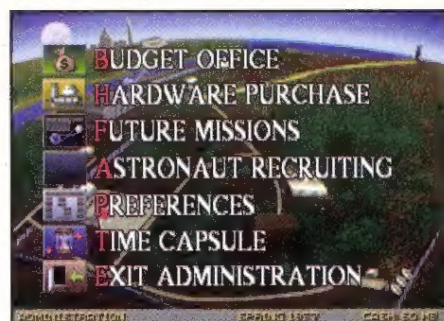
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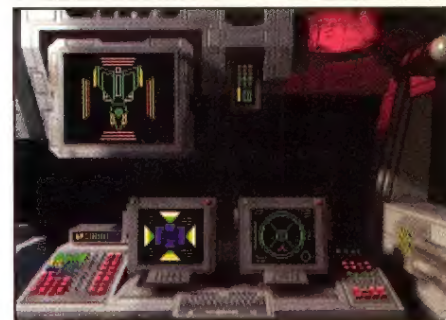
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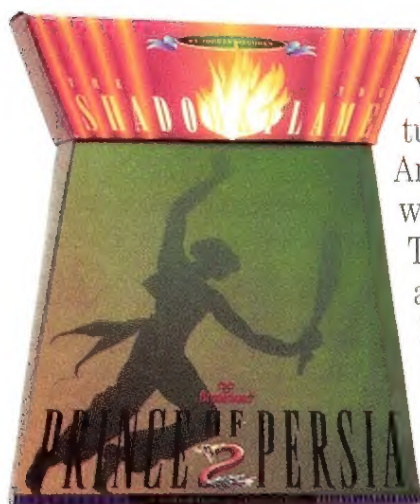
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POSTAGE DUE

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More Rudders. . .

Dear Editor:

I just got my June issue of **CGR** and was quite pleased to see your usual quality. It's very obvious you guys care about doing a good job.

First thing I'd like to bring up is the letter from Richard on those critical rudder pedals. For someone who is a stickler for realism, I think he's a tad confused on a couple of things.

The only Viet Nam-era Phantom I recall hearing about was the F-4, not the F-6 that he refers to.

Also, as far as I know, a rudder is responsible for yaw or left-right movement as opposed to "descending smoothly into position." Also, I'd like to know how to ease a little "bottom" rudder in.

Chris Bare
Ft. Lewis, WA

The response to the whole rudder pedal issue has been pretty interesting to read over the last couple of months. I stand by the fact that I don't use them in games, since I'm not really looking for realism all of the time. While they can be useful in games, I leave those controls to the pros.

As far as I know, rudders are used for right-left movement, giving the pilot an essentially flat turn. The idea of a bottom rudder may be innovative, but I think it sounds kinda painful! For more on Richard, read on, MacDuff. . .

X-Wing. . .

Dear Editor:

I would like to comment on Richard Ordway's letter and your reply about X-Wing in your May '93 issue. For starters, I commend you on your reply to Richard, but I strongly disagree with one thing. First, I would like to say that I am a DIE-HARD Star Wars fan (who isn't?). X-Wing is a terrific simulator that really captures the magic of Star Wars. Although many game have tried, X-Wing is truly the best flight sim/action-type computer game around, period.

When Richard claims that LucasArts has a "monopoly" on the Star Wars license, as you said, he is right. I myself couldn't think of a better man (George Lucas) to keep a close eye on the sim, or a better company (LucasArts) to produce such a great sim. Which brings me to what you said about X-Wing's

competition. I don't own Mantis or Elite II, but I do own Wing Commander II. Comparing X-Wing to Wing Commander II is like comparing a Lotus to a lawnmower. I'd rather be involved with the adventures of Luke Skywalker than playing the role of old "Blue Hair."

When I first ordered X-Wing from LucasArts back in January, needless to say, it was a long wait, but well worth it! Granted, there are some @#*\$@! missions in this game, but it is a small price to pay when it takes me back to 1977 and makes me feel like a 12-year-old kid again.

In closing, I personally love X-Wing and would recommend it to any die-hard fan. To put it the only way I know how, the game takes me back A Long Time Ago, In A Galaxy Far, Far Away. . .

Jonathan Drummond
Harrison, NY

I'd have to say that Jonathan's comments just about sum up how I feel about X-Wing. While I know that there are a lot of Wing Commander fans out there (I'm a quite a Wing Commander fan myself), I genuinely prefer X-Wing. Of course, there's always Privateer and Wing Commander Academy on the way, so we'll see how I feel around Christmas.

All those in favor of either X-Wing or Wing Commander are more than welcome to write in and express their views on these two games. I'm sure that this is a debate that has the potential to last for a very long time. <Sigh> Ah, well, that's what this forum is for.

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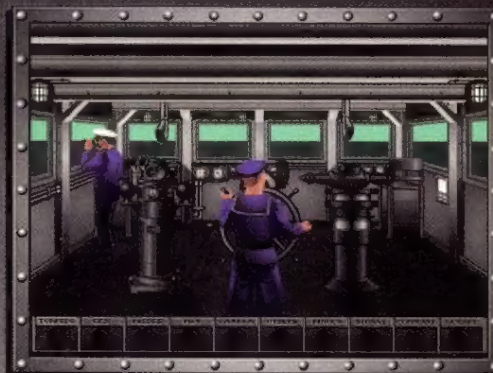
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The CGR Review Breakdown

All numerical scores are based on a 1-100 scale, with scores above 90 indicating a superior effort.

The bar charts at the top reflect how the three reviewers feel the game rates in three different areas. Originality reflects how many new concepts are utilized in the game. Playability indicates how easy and fun the game controls are to operate. Intelligence is based on the ideas behind the game, as well as how easy or difficult the game is to play. The manual rating is for the accompanying game material supplied with the game, and includes maps and other playing aids, as well as the manual. Graphics and sound scores show the level of the audio-visual qualities of the game are. The overall score is a combination of the above ratings and the three reviewers' scores. Games are reviewed on a 486/50 Mhz and a 386/33 Mhz PC.

THE CGR REVIEWERS...

Alex: While not generally military minded, Alex does like fantasy and science fiction simulations that let him take out all his aggressions on silicon-based opponents. He also enjoys a good RPG now and then. He often splits his time between several games, although he's been seen on the Darkside of Xeen a lot these past few weeks.

Rick: The most comfortable several thousand feet above the ground behind the controls of a jet, Rick is also a big fan of adventure and sports games, especially golf and racing. He's gotten a huge boost out of Microsoft Flight Simulator 5.0 the last couple of days, and he can always be seen ahead of the pack in Indianapolis 500.

Steve: Military simulations and action games remain Steve's favorites, although he admits that games in all genres are among his top ten. Not as much of a fan of sports sims and a bit jaded with RPG's, he spends more and more time in action-oriented titles and conquest games. Lately, he's almost taken over the entire world in Syndicate.

New Owners, New Readers. . .

Dear Editor:

I just completed my first issue of **CGR** cover to cover. It is just what I've been looking for. Thank you for your publication.

I had no idea of the various types of games that exist! I think I favor the battleships, tanks, submarines, spaceships, Sci-Fi, Medieval castle, sorcery, war game/simulation/strategic types considering my experience in our local arcades, but after I finished reading **CGR**, all the games (RPG's, mysteries, horror, strategy, etc.) sound very exciting! So, considering my inexperience with computer games, I thought I would write the experts.

I am a new computer owner (486 IBM compatible) and want to have the best computer games, the more sophisticated and challenging the better. What I would like to ask you is could you let me know what are the "best of the best" in computer games covering all the various categories—even games like chess, puzzles and gambling? I've had a few recommendations from people (games like SimCity, A-Train, Battlechess, Wing Commander and Star Trek) but I know next to nothing about these. Are they good? From your articles on X-Wing, Caesar and Prince of Persia, it sounds as if these games are necessary to have.

Also, could you give recommendations of what support hardware is the best?

Kit W. Baxter
Oakland, CA

Trying to answer all of these questions would probably take me the rest of this issue, but I'll do the best I can. . .

The hardware question is probably the easiest. With sound cards, you can't go wrong if it's Sound Blaster compatible, and the SB Pro itself is a hot item. For speakers, I'd take the Altec Lansing model, and for a joystick, either the ThrustMaster system or the CH Products flight stick. If you want a flight yoke, check out the

G-Force from Suncom.

For software, it's wide open. One person's silicon Nirvana is another's Gehenna. The ones you mentioned above are all great games. Other ones to keep an eye out for are Out of this World, Stunt Island, Terminator 2029, Space Hulk, Syndicate, 7th Guest, GrandMaster Chess, Spear of Destiny, Dune 2, Space Quest V, Eric the Unready, Cyber Empires, the V for Victory series, The Incredible Machine, Alone in the Dark, Conquered Kingdoms, Links 386 and Warlords. Of course, this is merely a very partial list. Most stores that sell software can guide you in the right direction for titles in the genre you want. Oh, and for gambling games, don't pass up the Villa Crespo titles for gambling accuracy and statistics keeping or Beat the House from Spirit of Discovery for an excellent blend of glitz and gambling realism.

In a related note, the wrap-ups that we've been printing of games in a particular genre will soon include the scores that we gave it when we reviewed it as an added reference, especially for new readers like Kit who may have missed a particular review.

Strike Commander. . .

Dear Editor:

You have truly outdone yourselves. In your June issue, you sought to belittle one of the most lavish flight simulators ever to grace the PC by assigning it the wonderfully generous Overall Rating of 83%.

Who cares that the sound (rated at a mere 92%) is easily the best ever produced for a flight sim? After all, ". . .the controls are a bit sloppy. . .[Strike Commander] is. . .not as playable as it should be [-Alex]."

Who cares that the terrain detailing shows off some of the most outstanding polygon based graphics ever presented in any simulator? After all, "The control just wasn't there. . .no matter how good [the] game looks and sounds [-Rick]."

Who cares that the superb storyline presented would make even

some role-playing games envious? After all, "...the game is slow...I'm disappointed after all the hype..." [-Steve]."

Who cares that the new program-mable UPROM chip for the WCS from ThrustMaster in concert with the FCS-Pro easily allows every crucial in-flight function to be right at the pilot's fingertips at all times, which makes for terrific control in everything?

Who cares that the frame rate delivered is perfectly adequate with all the detail levels engaged and set to maximum on a fast 486-DX266 with 256K SRAM cache, a high-end VLB video board with 2MB VRAM, a speedy monitor and a solid minimum 8MB of 60NS RAM—4MB for a good software cache like Lucid's Lightning and the rest of the game?

Who cares that it took Origin two excruciatingly long years to finally get the product to the shelves? Can you gaming gurus imagine if Strike Commander, in any semblance of its current incarnation, had actually made the original Christmas of 1991 release date? What do you think the PC standard was back then? The vast majority would not have been able to even install the thing, let alone get it off the runway!

What all of this boils down to is that Strike Commander was, in all likelihood, deliberately delayed sixteen months because Chris Roberts & Company simply had to wait for the computer industry to catch up. Indeed, the fact that this product admittedly pushes the limits of today's fastest 486 processors is both a testament and a tribute to the sheer enormity that was the task of its creation. For this reason alone should **CGR** not have chided Strike Commander for its sluggishness on slow systems (even slow 486-50's). The Godzilla of flight simulators demands the Godzilla of PC's as it its silicon-given right.

After all, Alex, Rick and Steve, would you really let your grandmothers get behind the wheel of a Lamborghini?

Jim Corbin
Lowell, MA

While I support your right to say pretty much whatever you want or take us to task when you disagree with us, I can't agree with some of your statements, Jim. While Strike Commander does run better on faster systems, I'd be hard pressed to consider the system you have described as the current standard. The current high-end? Sure, but it's not the system that most people have, which is what standard means.

Is Strike Commander a good game? Yep. It's a very good game. Does it have a great plot? It's got that, too. Is the sound excellent? Sure is. Is the terrain a thing of beauty? Uh-huh, it is. Is the game slow, at points slowing to such a crawl on a 486-50Mhz machine that the game is rendered almost unplayable? Yep. The controls are sluggish, as we stated in our reviews. If you found them different, that's fine. Personally speaking, I was disappointed with Strike Commander, because the game was heralded by many to be the second coming of software. It wasn't. That

doesn't mean the game isn't good, but it does mean that it's not what we thought it was going to be.

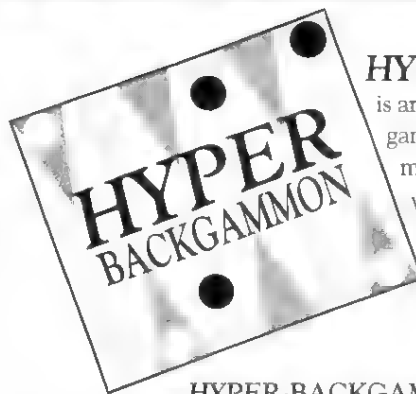
In short, you can put a pink bow and perfume on a dog or a cat, and it's still a dog or a cat. You can put great visuals, story and sound in Strike Commander, but it's still a flight sim with a serious slowdown problem and a hard drive hog.

Finally, I can't speak for the others, but I'd love to see my grandmother behind the wheel of a Countach. I think she'd like it.

Band-Aid Time. . .

In the course of a given month, things happen that we all wish we could do over. Such was the case last month with the review of Hoyle's Classic Cards by Sierra On-Line. We mistakenly inserted the name of Impressions under the name of the game. This was wrong. Had we to do it over, it would not have occurred. However, the best we can do is apologize and not let it happen again.

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R.M.I.E.

System Requirements • PC or PS 2 compatible computer. • CD-ROM drive that supports 1x, 2x, 4x or 8x speed. • Hard disk with interface card, cable, and software. • Minimum 10MB free RAM with 420K available. • DOS 3.1 or later. • VGA or higher video card. • 100% DOS 3.1 compatible.

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CGR REVIEWS

Day of the Tentacle
by LucasArts

Overall Rating: 90%

90 92 85 80 93 92

CGR Game Ratings

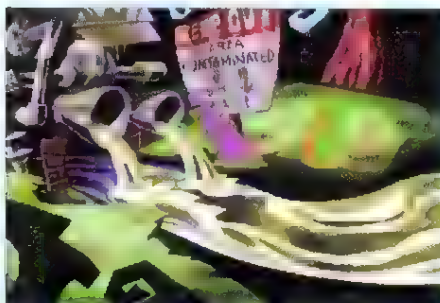
Category	Rating
Originality	90
Playability	92
Intelligence	85
Manual	80
Graphics	93
Sound	92

GAME SPECS:

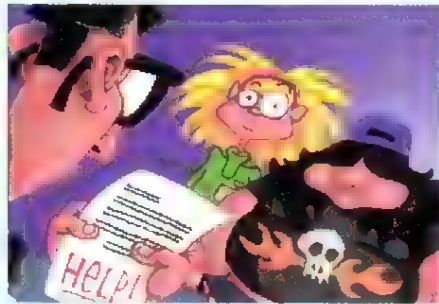
Requirements:	640K, Hard Drive
Sound Support:	Sound Blaster, Ad Lib, Roland
Controller:	Joystick, Keyboard, Mouse
Available for:	PC and compatibles
Designed by:	Tim Schafer, Dave Grossman
Distributed by:	LucasArts
Retail Price:	\$59.95
Hard Drive Space:	14.6 Meg
No. of Players:	One player



If you played the original Maniac Mansion, you should remember the tentacles. Originating as experimental life-forms created by Doctor Fred Edison, they did not appear to be a threat to mankind. Even the evil tendencies of the Purple Tentacle were rendered harmless by its stupidity.



A taste of toxic sludge alters Purple Tentacle and spells potential doom.



A note from his friend, Green Tentacle, brings Bernard running to the rescue.

After the events of the first adventure, the tentacles were forgotten and everything became quiet once again. However, things were about to heat up.

Five years later, the tentacles again emerge. This time, however, there are destined to play a much greater role in the story. Feeling a bit thirsty, Purple Tentacle takes a drink



When Bernard finds the tentacles in Dr. Edison's lab, he unthinkingly releases them.

from the polluted river behind the Edison mansion and mutates into a more intelligent, aggressive being with plans of world domination.

Fortunately, for the sake of mankind, they are soon captured by Edison and tied up in his lab until he decides what to do with them. In way over his head, Green Tentacle sends a message via hamstergram to his old friend, Bernard, asking for help. Being the kind and caring computer geek that he is, Bernard immediately rushes to his pal's aid with his roommates by his side. Upon arriving at the mansion, he releases the tentacles allowing Purple to continue on his plans for conquest.

According to Dr. Edison, the only way to stop his evil plot is to go back to the past in his experimental Chrono-O-Johns (time travelling port-a-potties) and stop Purple from drinking from the contaminated water in the first place. And so, our three brave heroes are launched

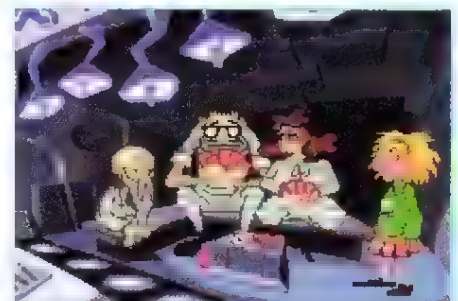


Hoagie takes time to relax and enjoy the experience of plummeting through time.

into the time stream with nothing to complete their tasks but their wits (which means they are in real trouble). However, a piece of faulty equipment within the time travel device separates the trio into three different eras.

Hoagie, the obese and somewhat crude heavy metal roadie, lands two hundred years in the past during the Colonial period, right at the time in which the Founding Fathers are forming our great nation.

Laverne, a mildly-bent medical student, going entirely in the opposite direction, ends up two centuries in the future in a time where Purple Tentacle has succeeding in his plans, and humans are slaves to the suckered fiends.



In the distant future, Laverne finds herself prisoner of the Tentacle masters.



Hoagie, on the other hand, ends up two hundred years in the past in Colonial times.

Bernard, on the other hand, finds himself right back where he started in Dr. Fred's basement in the present.

Through use of the Chron-O-Johns and an alteration of the time stream, the three of them must aid one another to overcome their individual obstacles and reunite.



While the trio is off time-tripping, Purple Tentacle continues his reign of terror.

You will have to switch between controlling each of the trio in their respective time periods repeatedly in order to succeed. Cross-time cooperation will be critical, as many of the items you need in one era can only be found in another. Are you prepared to take on one of the wackiest cross-time capers? Your tools may not be the most witty, charming or heroic of people, but what they lack in those areas, they make up for in durability, resourcefulness and sheer luck.



Bernard must contend with the strange inhabitants of the modern day mansion.

The original Maniac Mansion caught my eye when it was on the shelves, but I never actually got around to giving it a try. I am grateful that I was given the opportunity to make up for my loss by playing Day of the Tentacle. I am not sure how good the original was, but if it is half as entertaining as this, then I may have missed out. The characters are...interesting, to say the least, and the plot line is one of the most bizarre I have ever encountered in any form of entertainment. Mutant tentacles, mad scientists, time travel and a nerdy twerp who has the fate of the world resting on his scrawny shoulders. What more could you honestly ask for in a

game? If you are familiar with other LucasArts adventure games like Indiana Jones and the Fate of Atlantis or Monkey Island, then you will be used to the easy-to-use control system. Players who are not as used to playing this type of adventure game may have some trouble making the leaps of logic which are required to solve some of the puzzles within the game. This is mostly due to the fact that the game forces you to think in terms of an almost cartoonish logic. In addition, somewhere within the game you will find a computer on which you are able to play the entirety of the original Maniac Mansion.

-Alex

Day of the Tentacle is a fun game that uses a lot of, shall I say, interesting characters. I never played the first game, called Maniac Mansion, but I found it inside Day of the Tentacle. You will find an old Commodore 64, and the entire first game can be played here. This shows how far technology has come within the past few years. This game features a great beginning and the animation is cartoon quality. Yes, I said cartoon quality. This game will also be coming out on CD with complete voice. The game is incredibly funny and you will probably have a couple of belly laughs playing it. One of the best parts about this game is the ability

to control all the characters; you are not limited to just the one same old character. Day of the Tentacles puzzles are in some cases very, very complicated, at least for me. You must save the world from the Purple Tentacle who drank some polluted water and mutated into a power-hungry beast. One of my favorite parts in the game, was when I punched the clown. I won't tell you what happens, you will have to do it yourself to find out the answer! I think LucasArts just keeps putting out quality games, this one being another example. I suggest that you try this one if you like adventure games.

-Rick

Way back when, when the original Maniac Mansion came out and I was working in retail, the game was one of the funniest things I ever saw. Day of the Tentacle is pretty close to that funny, and the graphics are a whole lot better than those in the original game. I also liked the inclusion of voice in the introduction. The story of the game is totally different from anything I've seen. I often have trouble with time travel games, since it's hard to keep things straight, but that's not a problem in DOTT, since each of the characters stays in his or her own spot. One thing I would have liked to see included in this game from the original was a

choice of characters. That was what made Maniac Mansion such a treat, since you could finish the game with many different character choices. Still, LucasArts has scored a coup by including the original game within the context of this game. It would be very difficult to think of something the matter with Day of the Tentacle, and I, for one, can't think of a serious problem. The game is of consistently high quality, the animation is superb, the story is funny, and you really get to know the insane characters in the game. Do not let DOTT go by without giving it a shot. It's one of a kind and one in a million.

-Steve

Lunar Command

by Mallard

Overall Rating: 87%

75 87 90 88 78 88

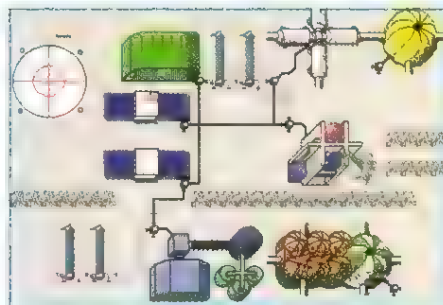
CGR Game Ratings

Category	Rating
Originality	75
Playability	87
Intelligence	90
Manual	88
Graphics	78
Sound	88

GAME SPECS:

Requirements:	386 or higher, 2MB RAM, VGA
Sound Support:	Sound Blaster
Controller:	Keyboard, Mouse
Available for:	PC and compatibles
Designed by:	Mallard
Distributed by:	Mallard
Retail Price:	\$59.95
Hard Drive Space:	8.7 Meg
No. of Players:	One player

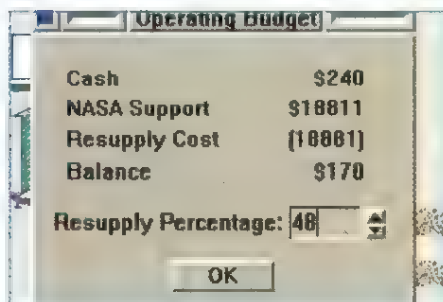
Did you ever play SimCity? Well get ready for a new type of simulator—a Lunar Base simulator! It will be up to you to be in command of a Lunar development. NASA must establish a permanent outpost in a tough neighborhood. Unlike earth-bound simulators, controlling Lunar Command means you have to supply the oxygen, water, power, heat and shelter for an entire colony. You start out with nothing but a plan in your head. As soon as the map of the moon is drawn, it is up to you to start your Lunar City. The age of exploration is over. Precise control of landing craft will ensure a better landing and a better score. To keep the simulation challenging, random catastrophes, epidemics, nuclear meltdowns and even the crash of a landing craft will keep you on your toes. If you do not build enough shelters or reaction facilities, workers' unions will call strikes, and just when you think it is all over, a major radiation leak will cause a rover crew to go over the edge of sanity, and destroy part of your base.



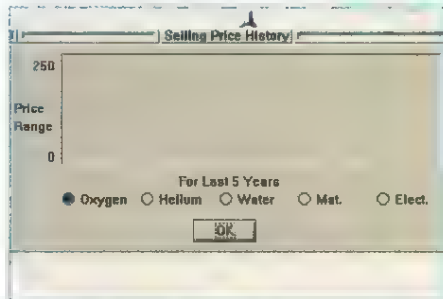
This is a picture of part of your moonbase. Plan well, or you will be in some big trouble.



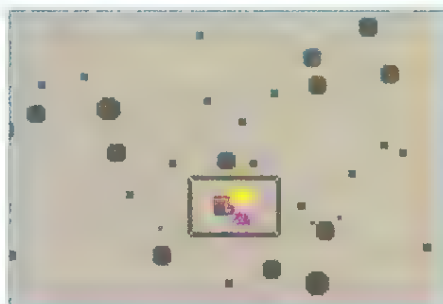
Anytime during the game, messages will appear informing you of an emergency.



NASA will resupply you for awhile, then it is up to you to become self-sufficient.



You can get a chart of various products and know the correct time to sell them!



You can get an overhead view at any time, which includes a power grid.

I thought that this was a great game when it came out as Moonbase. Now, I like it even more. Imagine SimCity on the surface of the Moon! That is what Lunar Command is like. If you do not like simulation programs of this type, then you might want to pass on this one, but I had a great time with it. One thing that got on my nerves was the sheer devastation caused by disasters. I had an extensive and profitable colony going when a fusion reactor went up and obliterated everything. There was absolutely no way for me to recover from such a blow. Future note: keep power sources away from the main base. **-Alex**

Lunar Command is a great game that will challenge you in many ways. I don't know what keeps me coming back to this game, because I have yet to get positive cash flow. The graphics are just average, but the sound is very good. You must plan your moonbase out every step of the way, or you will end up in some massive trouble very quickly. You will soon learn the importance of supply! If you don't produce enough goods, your moonbase will be crippled. This game presents a true challenge, and you don't find that in many games any more (at least at this level). I will keep playing until I win. That's my goal! **-Rick**

Lunar Command is pretty challenging. It's kind of like SimCity in space, but being on the moon provides its own unique difficulties. There is a lot to like with this game, since there is a lot to keep track of while playing. One thing I like is that making a discovery will cause NASA to jump in and offer financial aid. While I didn't find it all that hard to get a positive score, it was much more difficult to achieve a solid, positive cash flow. Once a downward trend starts, it's hard to reverse, since it damages your supply amount. It also helps to find water, so if there isn't any around, start over. It's a bit limited, but still pretty cool. **-Steve**

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look and feel of the features you want to create, while the program takes care of the details.

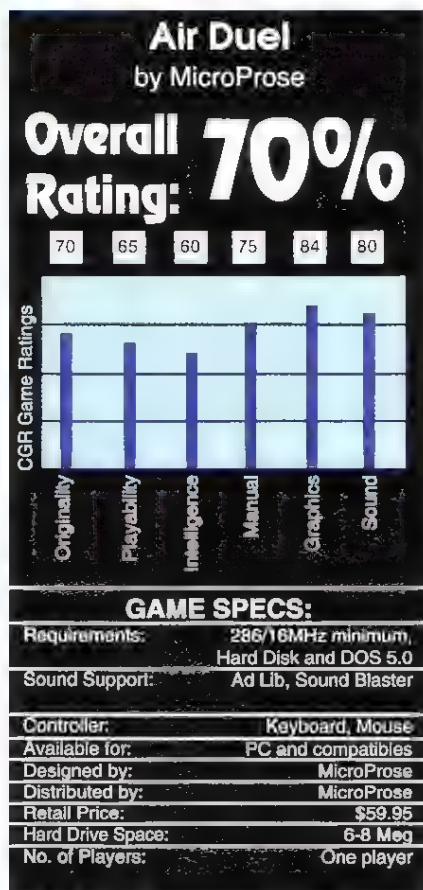
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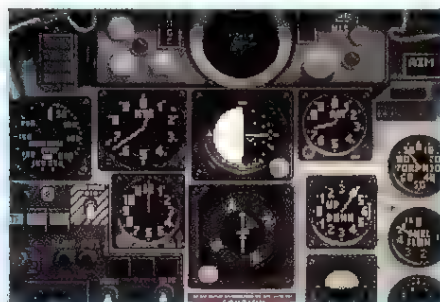
How good a pilot are you? Can you out-maneuver a fierce F-16 while you are piloting a machine gun-firing Sopwith Camel? You can pilot any of 12 legendary aircraft including the Spitfire, F-86, F-4 Phantom, the Harrier Jump Jet, and many more! You will be able to dog-fight in any of six scenarios including World War I, World War II, Korea Viet Nam, the Falklands and the Middle East. Do battle against computer-controlled opponents with highly sophisticated Artificial Intelligence or fight head-to-head against a friend via modem. Not only can you fly "What if?" missions, you can also fly real mission using the actual planes, depending on what area you have selected. If you choose to fly a "What if?" mission, you can choose up to five planes on either side. You will be able to see several unique views including a very cool "heads up" view. In this view, you can see an outside view of your plane and a very smooth scrolling pan view. If you want to fly the best planes in the world, check this out!



You will be able to track your enemy with several different views.



By looking behind, you can spot the enemy if you're lucky!



The instrument panels are beautifully rendered in Air Duel.



You have been hit by an AIM-9 missile! You had better think about ejecting!



This is just one of a whole slew of still pictures. In this case, the enemy won!

Being able to dogfight a variety of planes from different time periods has the potential for making a good game. But while the idea works, the control does not. I had a really difficult time getting anyone in my sight. No matter what I was flying or up against. When I did get someone in front of me, they were coming toward me and zipped past at the speed of light before I could line them up and squeeze the trigger. Then, the pattern would repeat itself, with me spending another five minutes searching for a target. Maybe a better pilot would have fun with this game, but to me, it was an exercise in frustration.

-Alex

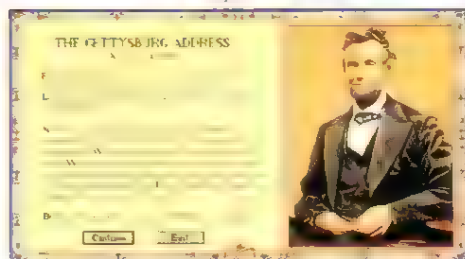
Air Duel could have been a very good game, but the control was less than expected. During the entire game, the only thing you do is chase an X on the screen. This determines the position of the enemy. When you finally catch it, the plane will zoom right on by, then you have to turn your plane in the other direction, and the same thing happens. I also didn't like the two positions of the control panel. You either see half of it, or a full screen view—come on, that is not realistic! I did like the music, and there are some cool views (including my favorite, the ejection view). This is one of the few MP games that falls a bit short.

-Rick

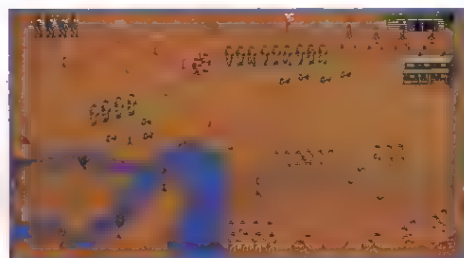
While the idea behind Air Duel is pretty cool, it wasn't carried off as well as it should have been. Frankly, the control in the game is sorely lacking. It's also much too simplistic for even a non-purist like myself. It's an arcade game from a cockpit view. There aren't enough planes to choose from, either. For example, if you want WWI combat, you get a Sopwith Camel or a Fokker Triplane. Some choice. The computer opponent needs to be a little more intelligent, since I was dusting WWII era fighters in a Camel and taking out enemy planes on a 5 to 1 ratio. A good idea plus poor execution equals major disappointment.

-Steve

THE BLUE THE GRAY



Authentic history, interludes faithfully recreate the atmosphere of the period!



Watch your armies battle in fast, high-resolution animation

Where will you fire the first shot?

Recreate the power and excitement of the Civil War! As the leader of either side in this challenging simulation, you recruit, train and direct your armies around the American countryside. When two armies clash, fight out a Micro Miniatures battle in fast, high-resolution animation! Historically authentic, *The Blue and the Gray* features up to 200 animated figures per battle, naval units and blockades, river and rail transport, breathtaking graphics atmospheric sound and music.

Includes a FREE copy of a specially commissioned book on the Civil War!

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IBM PC VGA Screenshots

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Syndicate
by Electronic Arts

Overall Rating: 89%

83 89 85 77 92 90

CGR Game Ratings

Category	Rating
Originality	83
Playability	89
Intelligence	85
Manual	77
Graphics	92
Sound	90

GAME SPECS:

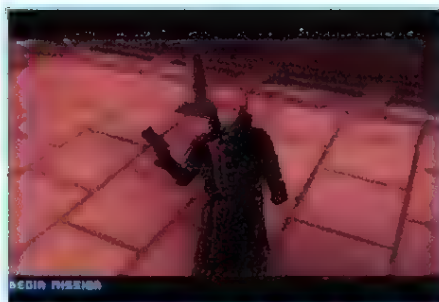
Requirements:	VGA, 640K
Sound Support:	Sound Blaster, Ad Lib
Controller:	Mouse, Keyboard
Available for:	PC and compatibles
Designed by:	Bullfrog
Distributed by:	Electronic Arts
Retail Price:	\$59.95
Hard Drive Space:	12 Meg
No. of Players:	One player

In the future, multi-national corporations will have incomes that will rival that of some countries. Soon after that, companies will actually own some countries and control high levels of world government. In the end, only three corporations will survive.

The European corporation ten perfects the CHIP, which stimulates the users brain stem, altering perceptions of the outside world. The CHIP can make a grey sky blue and make birds sing where they haven't been sighted for years. It also gave the corporations the perfect tool to manipulate the minds of the world.



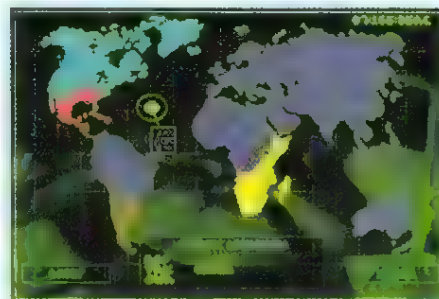
Captured civilians are changed into the dreaded agents of the Syndicate!



Syndicate agents wreak a path of destruction through the cities of the world.

Soon after the potential of the CHIP was realized, the crime syndicates of the world became involved with its traffic and trade. Now the syndicates control the three major corporations and battle between themselves for world domination. To back up their claims for domination, cyborgs of unprecedented strength and ability are created, giving the crime world agents of incredible power.

As an executive for a small European syndicate, these agents possess the ability for you to take over the entire world and spread the dark stain of your criminal corporation across the planet.

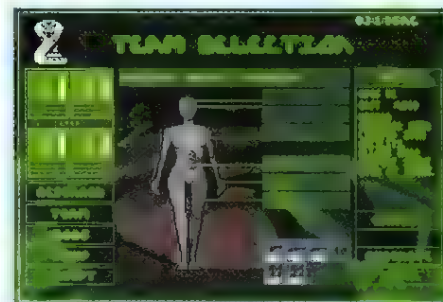


On the world map, you can plot the next move in your world takeover.

As your agents perform missions to help you achieve your goals, you control their actions. To help them use the power of their cybernetic limbs, you can set the levels of their intelligence, perception and adrenaline courtesy of the CHIPS inserted in their necks.

There are fifty different missions in which to test your skills. In many, you will face the agents of enemy syndicates bent on preventing you from completing your aims. In each mission, you must make the tactical considerations that will help your agents reach their goal.

Between missions, research new weaponry and cybernetic limbs to improve the chances of your syndicate in the mazes of steel and concrete around the world. Once you've taken over an area of the world, control the tax rate to bring more money into your ranks, helping you afford better weapons, increase the rate of your research and buy new limbs for your agents.

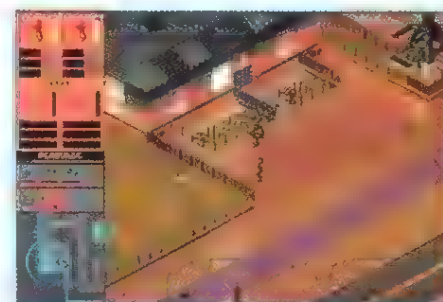


Outfit agents with weapons and cybernetic attachments to increase their chances.

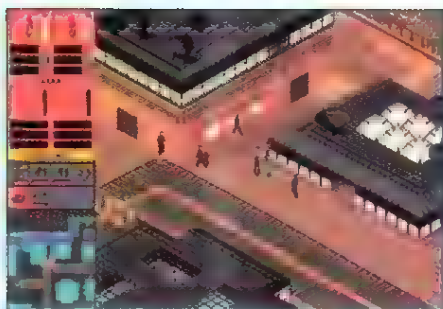
Within each mission, you can take from one to four agents to carry out your nefarious schemes. Control them individually or en masse as they run through the streets of cities all over the world. In some situations, a single agent stands the best chance of infiltrating and accomplishing a mission. In others, your only hope is to bring in your full force, causing as much mayhem as you can.

The police will be a constant threat, since every time you draw a weapon, they will fire on you. Until you achieve the advancement of the access card, you will have to contend with more than just the other syndicates.

The technical advancement of the Persuadertron allows your agents to control the minds of people in the city. Civilians can be controlled and



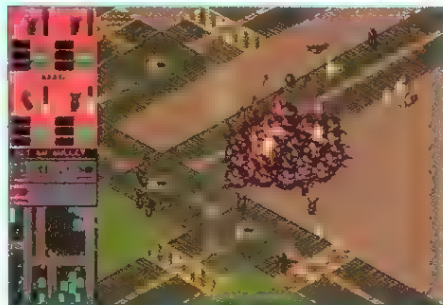
Guards are taken out quickly while a target remains hidden in the building.



The Persuadertron (used on the blue figure) controls civilians and enemy agents.

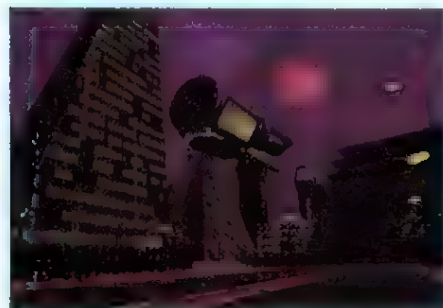
will pick up weapons to help your cause. Eventually, you will be able to dominate the minds of the police and enemy syndicate agents, capturing them to help swell the ranks of your own cyborg force.

The more territories you control, the stiffer the resistance from enemy syndicates. In some instances, you may find them pooling their resources to try to prevent you from taking even more of the world.



Death, carnage and huge explosions are all a part of the world of the Syndicates.

With Syndicate, you have the chance to recreate the world in your own dark image. With seven other syndicates vying for control, you must be ruthless, quick, cunning and intelligent to know where to strike and when to go for the kill. If you think you have what it takes to control the power of the CHIP, take your best shot with your crime company in Syndicate.



Completing a mission will cause a celebration in your new territory.

If you are looking for a game which combines strategic game play, organized crime and random violence in a futuristic society, you need look no further than Syndicate. I found the interface to be surprisingly easy to use and control. There are times, however, in which you may have some difficulty reacting quickly enough to some situations. Fortunately, you are able to affect the adrenal levels of your agents so that they are able to deal with most crises by themselves. Most of the initial missions are pretty simplistic, but they help to teach you the basic skills you will need in later more difficult missions. They also give you time to

It is nice to see a company take a fresh new look at a game. I have never seen any game like this, and I think that is to be commended! The graphics are exceptional and the sound matches, except for the voice that says "Selected." The game in the beginning is quite easy to play, and gets harder as you continue. This is another very good aspect of the game. You can do well even if you are new to this genre. There is one thing that I truly disliked about the game and it drops my score a little: you cannot see yourself when you walk into a building, and in later missions, you have to find people and take them under your control. It's just a bit

While Syndicate is a game with a couple of problems, there is a whole lot here to like. To start with, when your agents enter a building, you can't see them and they are hard to control. Second, it would be nice if there were more options beside tax rate that could be used to control each of the territories you take over. Beyond that, Syndicate is great. One thing that really helps make this game is the excellent look to it. The cities look great, the cars and people have their own agendas and walk around on their own accord, and when your agents draw a weapon, you can see it, and each one looks different. When people die, they fall to

invest into research so that you can get new equipment. Syndicate has shown itself to be one of the most interesting and entertaining games that I have seen in several months. It manages to offer a very unique and enjoyable game without becoming too bogged down with too much depth or complexity. You only have to worry about a couple of factors, and the majority of your attention can be spent on playing the actual game. Some of the missions can be pretty rough, but that just makes it all the more rewarding when you complete them. My only problem was my distaste for playing a bad guy, even in a game.

-Alex

too hard. Something that was different about this game was the fact that you actually played a bad guy. You can also do some research that will help improve your people. The scrolling in this game was very well done, and it has one of the best introductions that I have seen for a long while. The actual control of the game is also very good. The game will pull you into it as soon as you start to play your first mission. There is also one more thing that is worth talking about. I liked the way that the people died; it did not glorify death, it showed it like it is. This will be on our hard drive for a while!

-Rick

the ground clutching their chest before expiring in a pool of blood. The weapons have their own sounds, too. I also like the opportunity to play the bad guys. The research element adds a great twist to the game, especially since you can only research one thing at a time. The control is good in Syndicate and very easy to learn. More than anything, Syndicate is plain old fun and very cool. It's the best cyberpunk anything I've seen, read or played since the last time I watched Blade Runner. The ending on this game is very disappointing, though, and I managed to blow through the whole thing in a couple of days.

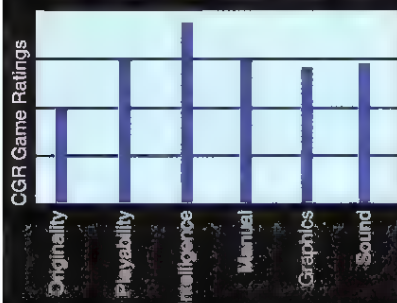
-Steve

Terminator 2: Chess Wars

by Capstone

Overall Rating: 74%

50 74 93 74 70 72



GAME SPECS:

Requirements:	640K, Hard drive
Sound Support:	Sound Blaster, Ad Lib, Roland, Covox, Pro Audio
Controller:	Mouse (Recommended)
Available for:	PC and compatibles
Designed by:	Capstone
Distributed by:	IntraCorp
Retail Price:	\$59.95
Hard Drive Space:	15 Meg
No. of Players:	1 to 2 players

The time has come, Judgment Day is upon us and only one side can survive. Capstone brings you the deadly confrontation of man vs. machine in a game based upon the movie, Terminator 2. Now you can take a look at chess as you have never seen it before. You can play one of the world oldest strategy games with characters from the movie as playing pieces. You can play as either the Terminator and Hunter-Killer minions of Skynet or the human Resistance fighters against the computer or a friend. The game contains an A.I. which can be set to give you the level of challenge that you want. There is also a function which can be set to advise you on your best moves in a given situation and a large library of opening moves. Whenever you take over an opposing piece, you will be given a brief battle animation set in the grim backdrop of war-torn 2029 A.D. Some pieces also have voice files that activate when they capture. Both these options can be turned off for more serious chess players.



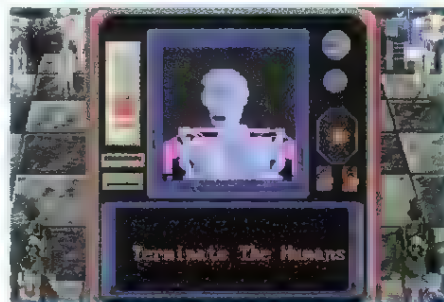
You can choose from several different post-holocaust backdrops to play within.



Many of the playing pieces move around the board using the time portal.



Each time a piece is taken, it triggers an animated scene depicting the capture.



Some of the pieces have brief dialog sequences before or after a capture.



If you are not good enough, you will end up getting terminated by your opponent.

In creating Terminator 2: Judgment Day Chess Wars, Capstone was probably trying to capitalize on the popularity of the Battle Chess games by Interplay. That may not be such a bad idea, but they fail to carry it out as well as they needed to. There is nothing wrong with their chess engine, as it should be able to provide whatever level of challenge you may require. The extras which were included to set the game apart from others need touching up. For one thing, just about all of the capture animations were identical with the attackers and defenders pasted into the background in the same attack patterns. **-Alex**

Terminator 2 chess is a decent chess game that whipped me the first few times I played. The animation is all right and the sound effects are very good, including digitized voices of some of the cast. I did have a couple of problems with the capturing scenes. There is only one animation for each piece, but several backgrounds. To make this game worth coming back to play, it needs at least two or three animations per piece. I would have liked to see longer animations as well. All in all, if you buy this game for the chess engine, you will be very happy with it. However, don't buy it just for the T2 looks! **-Rick**

Capstone's Grandmaster Chess is an excellent program, and T2 Chess Wars uses the same powerful engine to give a really good game of chess. However, this program is not as good as GM Chess. First, the animations of the pieces' deaths are virtually all the same; a knight takes out a pawn the same way a bishop or another pawn does. Second, the scaling as the pieces advance is poor, and the characters don't look like a part of the environment. Finally, the Terminator "Queen's" voice, while it sounds good, is hardly appropriate. The chess is good, but the extras that should have made this game a winner need help. **-Steve**

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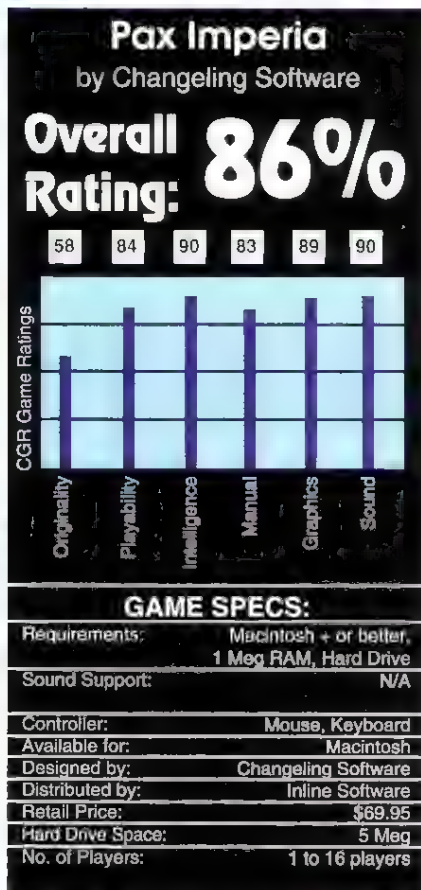
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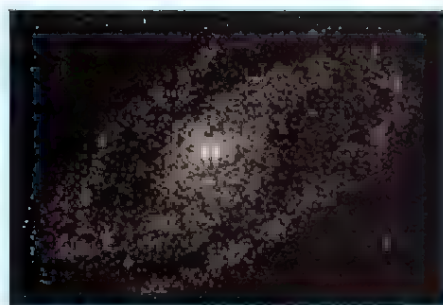
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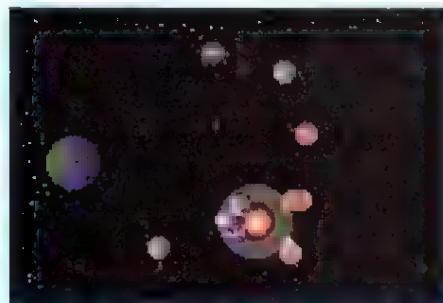
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Changeling Software hits the shelves with Pax Imperia, the Galactic Empire Simulator. This new Macintosh game gives you a taste of what it means to be the emperor of a civilization which is on the verge of exploring the vastness of space. For whatever reason, your people have reached the point where they have developed craft capable of launching expedition forces into space. Playing against up to 15 computer or human opponents, in either real-time or turn-based play, you must travel to, explore and colonize alien star systems and planets. Land on other habitable worlds and mine them for their resources. You choose where your playing field is and its overall size. When you encounter other empires, you can choose to trade, fight or establish an alliance of sorts. You can also engage in acts of espionage and try to assassinate enemy ministers. Using the money and resources from your planets, invest in developing new technology to improve your fleet so that you can be the one and only Emperor.



Pick the location and size of your playing field within the Milky Way.



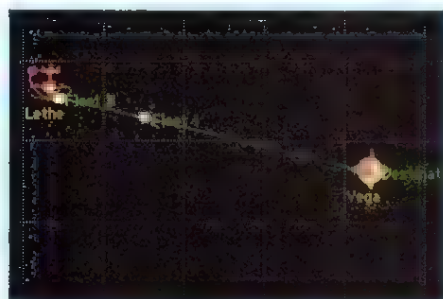
Explore the game using four different views from Universal to Planetary Surface.



There are advisors at your disposal to keep you informed on aspects of your Empire.



Build cities, factories and shipyards on the planet surfaces to strengthen your forces.



Design and construct mighty fleets to visit and conquer other star systems.

Pax Imperia requires you to learn a few basics before you actually start playing. Once you have the hang of these things, however, you can play the game without too much difficulty. While the premise and game play is pretty simply, the different things that you can do allow for a variety of strategies and game techniques. The graphics are pretty nice, even though the game is not one that is intended to be visually oriented. What did surprise me is how nice the music was in places; I, for one, never really thought of the Mac as having impressive sounds. Do not look for much depth in this game, but it is fun to play.

-Alex

I liked this game a lot. The first thing that turned me on about this game is the great music. Yes, I said music, and for a Mac, that is quite a feat! The beginning was difficult for me to learn; in fact, Alex had to help me out. However, I think every game (within reason) should have a tutorial. They really help you out. This is a very big game and the replay value is also quite good, so there are a few things going for it. I would like to see a better interface when you are landing on a planet. I found myself closing another window by mistake instead of the one I wanted to close, but that is a small problem for a good game!

-Rick

Pax Imperia is a lot like Spaceward Ho! with an increased level of complexity and detail. The game is also a lot more complicated to learn and understand than the relatively simple Ho! I really like the graphics of this title, and the animation sequence of landing on a planet is pretty cool. I also enjoyed the added touches of voice in the game. The manual or the software could really use a tutorial, since the overall game play is difficult to learn. I like that the game can be played with one of four different goals as your main quest. I also like the more open-ended feel this game has, compared with others of this sort.

-Steve

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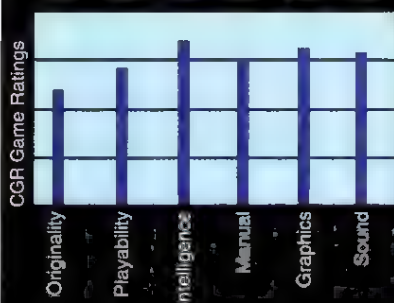
908-788-2799

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War in the Gulf by Empire

Overall
Rating: **74%**

60 71 85 76 81 79



GAME SPECS:

Requirements:	EGA or VGA, 550K RAM
Sound Support:	Sound Blaster, Ad Lib, Roland
Controller:	Joystick, Mouse
Available for:	PC and Amiga
Designed by:	Empire
Distributed by:	Ready Soft
Retail Price:	\$59.95
Hard Drive Space:	1.25 Meg
No. of Players:	One player

In 1995, the Iraqi Republican Guard have once again overrun the oilfields of Kuwait. It again falls to the American military machine to put the situation right, and the U.S. forces will find their fortunes riding on the success or failure of the M1 tank platoons that scour the desert. Welcome to War in the Gulf, the latest game in the series of battlefield simulations from Empire. Using the same basic interface as Team Yankee and Pacific Islands, War in the Gulf gives you the opportunity to fight hypothetical battles in the Middle East. To complete your missions, you will control four units of four tanks—sixteen vehicles designed to wipe out the Iraqi forces. To complete each assignment, you'll have the ability to call up the latest in military hardware, including TOW, HEAT and SABOT missiles and infra-red imaging. Use four different perspectives as you seek to liberate Kuwaiti villages, disrupt enemy supply and recapture oilfields. Only you have the ability to save Kuwait.



Can you move your tanks into position to reclaim Kuwait?



Customize each vehicle and each unit for a truly specialized fighting force.



The different perspectives give you the information you need at a glance.



The fight gets intense as the opponents enter the conflict.



The large map allows you to view the entire battlefield and each unit's position.

If you have played other war games by Empire (such as Pacific Islands), then you will be familiar with the game play of War in the Gulf. The problem with this game is the difficulty of controlling all of your units. You are responsible for four units of armored vehicles which can be very hard to manage and keep an eye on. When you do run into the enemy, it is not always easy to see them, so you can quickly lose half of your battalion before you can even locate the foe. I just could not find myself getting into this game. If there was some sort of targeting sight to indicate the enemy, it would make this game a lot easier.

-Alex

War in the Gulf is not that difficult to learn, but I had some problems with controlling all of the vehicles. I really do not like the idea of controlling four units at the same time. I also think the graphics could have been better, and the sound needs some work. The intelligence of the computer is very good; in fact, it is so good that I had a real hard time winning even the first scenario. Another problem I have with this game is the fact that it is very difficult to locate the enemy, but they found me almost right away. I think I will stick to more exciting games that have a little more action. Sorry, but this just did not thrill me!

-Rick

War in the Gulf has the same good and bad points that many other Empire simulations do. Like Pacific Islands and others, it is cool to control the firepower you have in this game and take it out against the enemy. Also like Pacific Islands, it can be very frustrating and difficult to control them effectively. When two units enter battle at the same time, you can pretty much bet that one will be decimated while you control the other. Also, since you only control one vehicle at a time, most of your unit is wiped out while you fight. And, considering the brevity of the Gulf War, I hardly think it warranted the sequel put forth here.

-Steve

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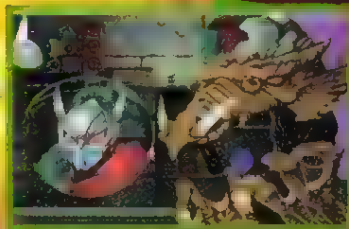
Keen's future grows dim under the shadow of Haxnar, the Tyrant. Haxnar has stolen the Cube of Power, a source of great magic and key to the destiny of Xeen. The Queen is prisoner and the Dragon Pharoah is besieged at the royal Pyramid, deserted by his allies and betrayed by his friends. With the collapse of the old order, the covenant of peace between men and monsters lies in ruins. The bleeding land cries out for heroes.

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High Command
by Three-Sixty Pacific

Overall Rating: 87%

50 75 92 94 87 80

CGR Game Ratings

Category	Rating
Originality	50
Playability	75
Intelligence	92
Manual	94
Graphics	87
Sound	80

GAME SPECS:

Requirements: 386 or better, 3 Meg RAM, SVGA

Sound Support: Ad Lib, Sound Blaster

Controller: Keyboard, Mouse

Available for: PC and compatibles

Designed by: Gregg Carter, Joey Nonnast

Distributed by: Electronic Arts

Retail Price: \$69.95

Hard Drive Space: 9.2 Meg

No. of Players: 1-2 Players

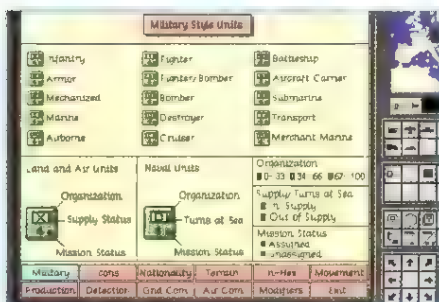
Yet another in a long line of WWII military sims, High Command combines the best of intelligent, well-rounded war gaming with stunning SVGA graphics to bring you an incredibly exciting and challenging test of wits, courage and leadership. High Command captures World War II in Europe on a grand scale. Spanning the war years of 1939 through the final victories in 1945, you are placed in total and complete control of all economic, military and political resources of either the Axis or Allied powers. Take command of land, air and sea forces and exercise all available diplomatic options. See what it feels like to step into the shoes of Hitler or Churchill. The goals and priorities of your entire alliance as well as your nation depend on the decision you are about to make—those concerning allocation of hard-pressed resources among military, economic and political operations. High Command offers five tutorials for beginners, and intense campaigns (such as the Normandy Invasion) for experts.



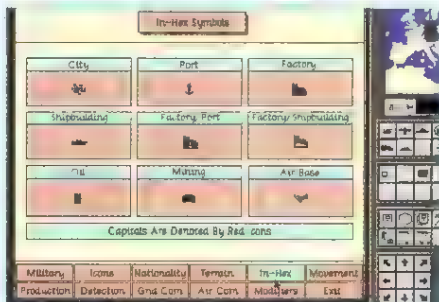
You will go up against the great opponents of World War II.



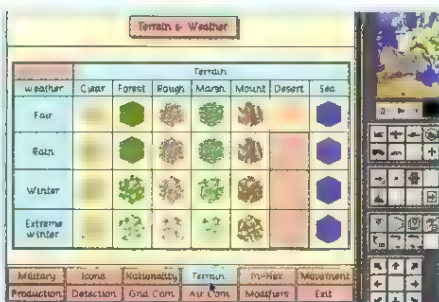
You can receive a realistic photograph of many areas on the map.



Detailed sub-menus provide lots of vital information for commanders.



High Command includes a variety of helpful symbols to use when campaigning.



Learning how to avoid bad terrain and dealing with the elements are crucial skills.

High Command is very much like a military strategy board game on the computer. The interface makes it very user-friendly, with all of the icons and buttons identified for you without you even having to click on them. The game really is not as complicated as it appears, but it can be a little intimidating at first glance. I had a problem with all of the different phases, however. It seems to me that having so many different phases had a tendency to really slow the game down. Once a game like this starts to get too bogged down, I start to lose interest. High Command is still a pretty good game, but it is not one I would play regularly.

-Alex

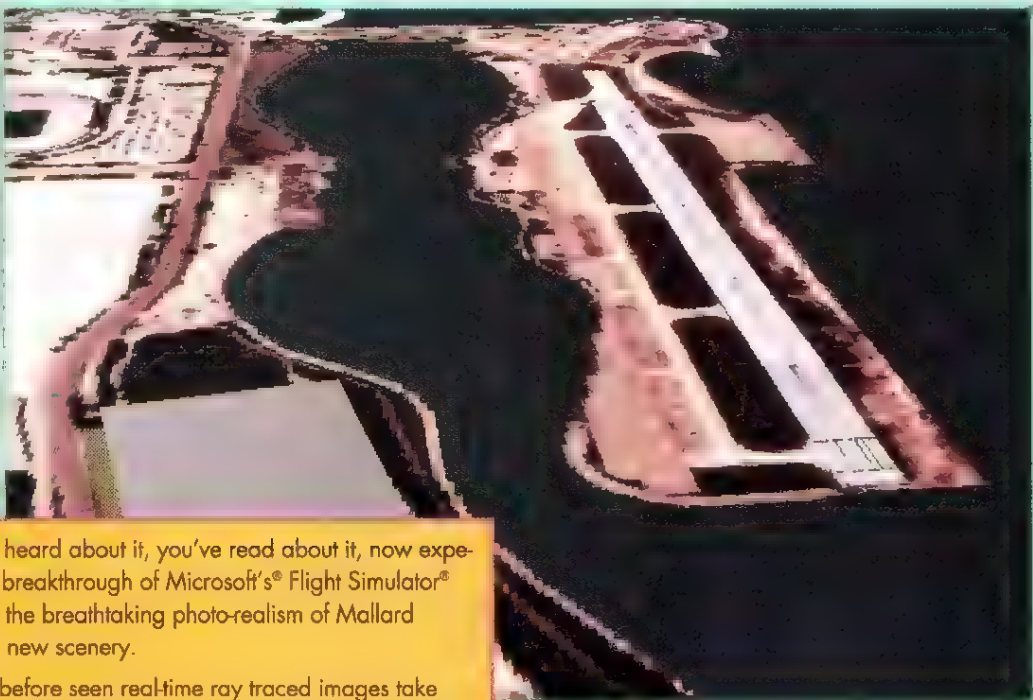
High Command is a good military game. One thing that is great about this game is that it is in Super VGA. It looks awesome. Three-Sixty has also taken the time to make not one, but four tutorials to help you master the game. As always with Three-Sixty, the intelligence of the game is incredible. There are also several options put into this game that makes it more user-friendly, and the use of digitized pictures helps to make this game a must-have! While the sound is not that great, I have yet to see a military game other than Jutland that has great sound. The playability is there, and that makes the game!

-Rick

The first time we got a look at High Command, I liked it to a point, but I found it kind of difficult to play. This totally revamped version of the game is better in a lot of ways. First of all, while the graphic style looks about the same, the SVGA really helps. Second, I really like the inclusion of tutorials with difficult games, and High Command has four of them. I still think the game is a bit clunky, and it isn't very forgiving of mistakes when you try and move units around. It's a great military game to play around with, though, and it covers a whole lot of history. This one will make me pace behind my chair in thought, and that's good!

-Steve

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Rules of Engagement 2

by Impressions

Overall Rating: 91%

80 75 95 93 86 83

CGR Game Ratings

Originality Playability Intelligence Manual Graphics Sound

GAME SPECS:

Requirements: 286 or better, 640k RAM

Sound Support: Sound Blaster, Ad Lib, Roland, Pro Audio Spectrum

Controller: Keyboard, Mouse

Available for: PC and compatibles

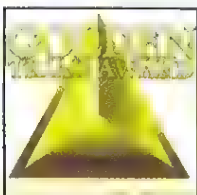
Designed by: Omnitrend

Distributed by: Impressions

Retail Price: \$69.95

Hard Drive Space: 8 Meg

No. of Players: One player

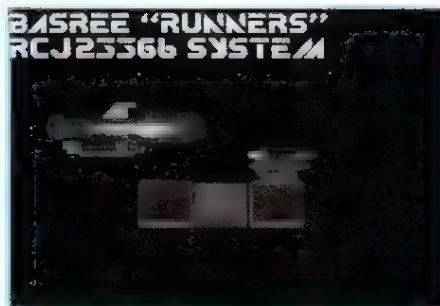


In Rules of Engagement 2, you are the fleet commander of FWWF's main task force. The United Democratic Plan-

ets have escalated their efforts in trying to destroy your fleet, and your response must be quick and deadly. In addition, hostile alien spacecraft have been discovered in the Local Group. They are definitely too close for comfort! In charge of the powerful fleet, you must engage enemy vessels and hostile outposts in order to protect the Federated Worlds.



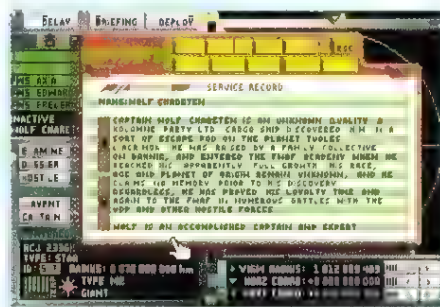
Utilize four quadrant windows to carry out and implement your campaign plans.



You will encounter numerous enemies. Their strength will depend on the scenario.

You begin at the rank of Lieutenant Commander, but decoration and promotions are in your future if you can successfully meet the objectives set out before you. Experience over 30 missions within the 4 tree-structured campaigns included in the game, or create your very own! Watch each captain respond individually to your orders, according to their personality.

The game includes an excellent tutorial which will guide the novice player through the initial steps of beginning a campaign. Campaigns start with a mission deployment



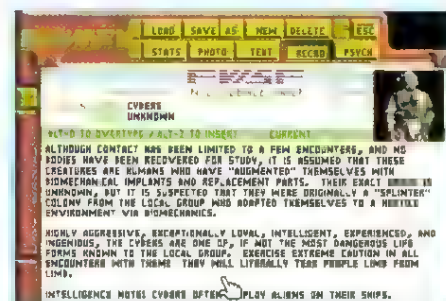
Detailed dossiers are available on the captains, which include personality profiles.

screen, where the player gets an opportunity to study the detailed briefing concerning the current mission. Intricate background data and a well-constructed system of attaining the goal of the mission is reported to the player.

Rules of Engagement really puts you in the hot seat of overall command! You must decide which ships to use on a particular mission, and you can even alter the setup of a particular type of spaceship to facilitate a more accurate and lethal combination when engaging enemy forces. However, changing the ship is not nearly enough. You must also select a captain for each ship in your

fleet that will be sent into battle. This part of the game is quite intricate. There are a variety of captains already available for command, each with a current dossier giving important information on the captain's health, appearance and overall personality traits. These traits will be very important in battle. If none of the candidates are to your liking, you always have the option of creating a new captain for any mission.

Next, you must assign waypoints for your ships to travel in order to



Getting the background information on your opponents is the key to surviving battles.

begin fighting the enemy. This done, it is time to deploy the fleet and jump into the thick of the battle! The main battle screen, when first viewed, looks rather sparse; in fact, all you will see is a control bar running down the center of the screen, with virtually no information on it! However, with a few simple clicks of a button, everything will soon be exploding in vibrant color and incredible sound effects.

The main battle screen consists of four separate quadrants, all working together to keep you, the commander, up to date on the current situations concerning the mission. Take advantage of four different quadrant controls (Data, Sextant, Crosshair and Antenna), each having a variety



The construction kit enables you to create your own ships, captains, and scenarios.



A complicated target acquisition system ensures deadly accuracy on your missions.

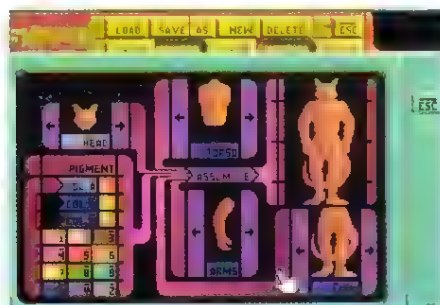
of multiple commands. The Sextant icon will bring up the navigational controls (three in all), the Antenna button displays all communications possibilities (including Receiving, Transmitting, and Power), the Tactical icon shows all offensive and defensive tactical menus, and the Data Retrieval button calls up many sub-menus, dealing with Fleet, Ship, Captain, Setup, and Mission Objec-



Use your fleet's impressive array of ships to hunt down and destroy your foes.

tive data, as well as an Evaluation report. In addition to these icons, Docking Port and Emergency Systems icons are also available. Use them to facilitate repairs, access emergency thrusters, or, if the going really gets tough, to initiate the self-destruct sequence.

If you want complete space combat action with an incredible sense of realism and control, look no further than Rules of Engagement 2.



A thorough background of many alien species is readily available to you.

I did not have the benefit of playing the original Rules of Engagement, so I was at somewhat of a disadvantage when it came time for me to play this one. It is fortunate that the manual contains a tutorial, because without it, I would have been starting out a little blind. Rules of Engagement 2 has the disadvantage of being highly complex and difficult to get into. There are a ridiculous number of pop-up screens and commands that you have to learn, if you wish to be able to play effectively. This could be a turn-off for a lot of people, but I counsel patience. Once you have the commands and the basic idea down, the game starts to become

There are times when you just can not wait to review a game, and then there are times when you dread the very thought of it. This is one of those times when I could not wait to get my hands on it! This is a great game that has a fantastic replay value, great graphics, and great sounds! This is one of those few games that I could not put down. I had to finish my mission, no matter the time! The improvements over the first Rules of Engagement are incredible. You really get the feeling of being a commander of a ship. You make the decisions by yourself. You create your captain and you control every function of the ship, includ-

Yep, Rules of Engagement 2 covers all the bases for this style of game. Those who haven't played the original Rules (and even those who have, if it's been awhile) should plan ahead, though. Wait until you have a free weekend to sit down with the game and really tear into the guts of it. This is not a game you learn quickly or that you take playing lightly. Even with the tutorial, Rules 2 is going to take some getting used to. Rules of Engagement 2 is one of the most complex games I've ever seen. It benefits greatly from the attractive way it's presented. It could have been list after list and window after window of boring information, but

a lot more rewarding. To those who know what they are doing, the game offers a greater return of entertainment for a considerably smaller investment of effort. Fans of the original will be able to get into and start enjoying this game more quickly, but newcomers should soon find themselves becoming addicted if they give the game a decent chance. Personally, I would have preferred to have had the game simplified a little. Nevertheless, this game does not suffer as greatly from its over-complexity as many other games I have seen. At the very least, the game is worth a look, lest you miss out on something good. -Alex

ing the self-destruct button, which is very cool. I suggest you try it at least once. I like the fact they give you an option to get out of a "no win" situation. You also have complete command of the control panels in the game; you can select which you want active, and which ones you want where. Another thing that has to be mentioned is the tutorial. It is very good, and I think Impressions does the best with tutorials. It is a nice feeling knowing you get a game that actually teaches you how to play, but leaves enough untold so you can still have fun. This is a great game. A+, 100% great job with this version! A real winner! -Rick

the look of the game has been enhanced tremendously. Once you leap over that initial learning curve, Rules 2 is, well, engaging to a high degree. It's very easy to completely lose track of time while playing. I may never get to the point where I feel really comfortable playing this game, but I think it's worth trying. This is one of those games I see every now and then that drives me crazy. Why? Because I wish I could devote a couple of months to it exclusively, to really immerse myself in the world this game creates, but the amount of games I have to look at each month prevent it. I guess I'll have to stay late for the next year. -Steve

World of Xeen
by New World Computing

Overall Rating: 89%

80 87 88 83 91 91

CGR Game Ratings

Category	Rating
Originality	80
Playability	87
Intelligence	88
Mental	83
Graphics	91
Sound	91

GAME SPECS:

Requirements:	Clouds of Xeen, Darkside of Xeen
Sound Support:	Most Major Sound Boards
Controller:	Mouse, Keyboard
Available for:	PC and compatibles
Designed by:	Jon Van Caneghem
Distributed by:	New World Computing
Retail Price:	Free with Clouds of Xeen and Darkside of Xeen
Hard Drive Space:	Approx. 35 Meg
No. of Players:	One player

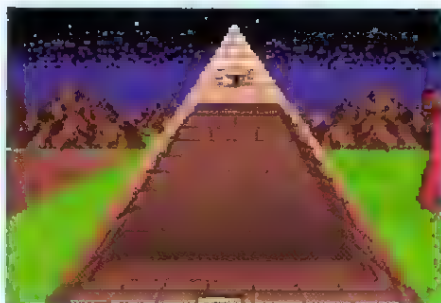
First, you foiled the insidious plot of the evil skeletal Lord Xeen. Then you rescued Queen Kalindra and defeated Alamar to save the Darkside. Now are you prepared for twice the danger and twice the adventure? If you own Clouds of Xeen and Darkside of Xeen, two of the games in the Might and Magic series, then you already have World of Xeen, free of charge. All you need to do is combined the two games and viola, all of Xeen is at your fingertips. As you play through the game, you will be able to travel freely from one realm to the other using the pyramid-shaped portals. You will have to not only undertake the quests in the separate lands, but you will also find some cross-over quests that will require you to visit both in order to solve them. If you already have saved characters, you will be able to use them when you start up World, giving you a little edge in surviving the perils of the opposite realm. So, if you are looking for a good role-playing game and cannot find one, you haven't Xeen this one yet.



World of Xeen is a game formed by the combination of Clouds of Xeen and Darkside.



Do you have the guts, wits and strength to take on two maniacal dictators?



This innocent looking pyramid is your portal between the lands of Clouds and Darkside.



Play the quests from both original games as well as a few cross-over quests.



With twice as many opponents and quests, World of Xeen is a challenge for RPGers.

I have been a fan of the Might and Magic series since I played the first, and even a bigger fan since the overhaul in Isles of Terra. My enthusiasm did not dim one whit through Clouds or Darkside of Xeen. Since World is simply a combination of the two which allows you to move freely between them, I could not say that I did not enjoy it. I can say that I was a little disappointed by the results garnered by the melding. The two realms offer just as much adventure as before, but to someone who has played them both, there is little difference to set World apart. It is, however, a grand adventure for newcomers.

-Alex

It is nice to see a company that gives you a little more for your dollar. New World Computing has offered gamers the chance to get a whole new adventure game for free. If you are a loyal Might & Magic fan and have Clouds of Xeen and Darkside of Xeen, you will get World of Xeen free. All you have to do is put both games into the same directory and bingo, you can play all three games, with quests taking you to both of the worlds at one time. The game takes the graphics and sounds from both games, so you know it is a winner; and the best part once again—it is free! Yet another score from New World Computing!

-Rick

World of Xeen, what a concept. Truly, this is an extremely cool idea in that you put Clouds and Darkside in the same directory you get a third game. While the actual game is no different, there is a third end game if you play the combination of both games. I prefer spending my time on the Darkside, but it's fun to get relatively pumped up in levels and go kick some butt over in Clouds. Three games for the price of two is often a great deal, but when the games are as good as this, it's a spectacular deal. It may not be for those who have already done Clouds and Darkside, but if you haven't, this is a gem.

-Steve



Close encounters nightly.

For the cold reaches of space, there's an awful lot of chummy people here.

That's because Federation II isn't one of those shoot-the-ship computer games. This is a universe full of people. Real people, online, working with other real people in real time: busily building their fortunes, planets...nay, empires. And they'd love to throw some work your way so you can do the same.

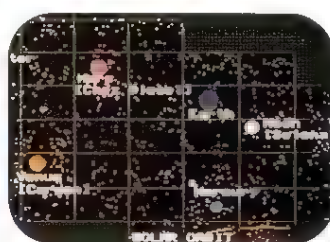
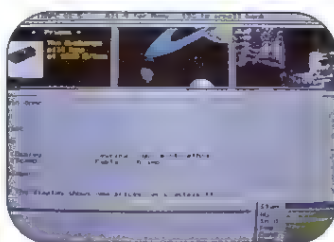
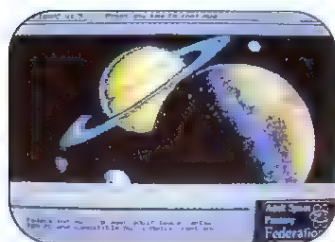
Of course, there's a lot of bargaining, buying and bulling that goes into it. We're social creatures, after all.

But if you're one of those special individuals who understands that creating an empire is ever so much more interesting than destroying aliens, maybe you *can* thrive in our space.

There's only one way to find out. Sign up and meet us in Federation II — available only on GENie®.

Sign up now:

1. Set communication software for 81N or 71E half duplex (local echo) at 300, 1200 or 2400 baud.
2. Dial toll free: 1-800-638-8369. Immediately upon connection, enter HHH
3. At the U# prompt, enter XTX99228, BARGAIN then press RETURN
4. Have a major credit card ready. In the U.S., you may use your checking account number. (There is a \$2 monthly fee for all checking accounts.) For more information in the U.S. or Canada, call 1-800-638-9636.



Federation II
on
GENie®
multi-player games

**100% Organic
Opponents.**

**Cool World**

by Ocean

GAME SPECS:

Requirements: 640K, Hard Drive

Sound Support: Sound Blaster, Ad Lib

Controller: Joystick, Keyboard

Available for: IBM PC, Amiga

Designed by: Twilight

Distributed by: Ocean Software Ltd.

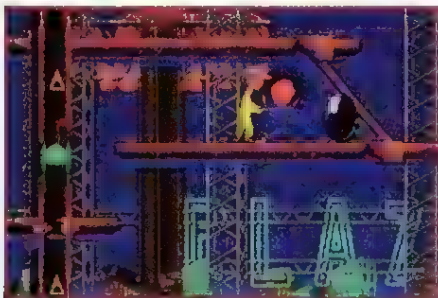
Retail Price: \$49.95

Hard Drive Space: 2 Meg

No. of Players: One player



Welcome to a place where animated "doodles" live and wackiness and chaos rule. In Cool World, that is the way it is supposed to be. Unfortunately, some of the inhabitants are not content to remain there. There are those who would



like to bring their brand of convoluted logic to the Real World. As the only human in Cool World, you have to stop them from destroying both worlds in 16 arcade levels.

At first, Cool World seemed pretty dull, but once I got the hang of it, it was reasonably fun to play. **-Alex**

Cool World is not that cool; in fact, it is boring! The graphics are good, however. **-Rick**

Well, it's better than the movie, but that's not really saying a lot. Nice animation, though. **-Steve**

Lethal Weapon

by Ocean

Requirements: 1 Meg RAM, Color Monitor (Amiga), 640K

Sound Support: Sound Blaster, Ad Lib

Controller: Joystick (Required)

Available for: Amiga

Designed by: Don McDermott

Distributed by: Ocean Software Ltd.

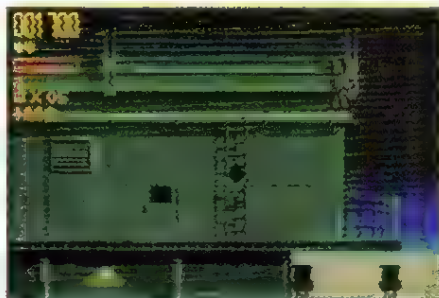
Retail Price: \$49.95

Hard Drive Space: N/A

No. of Players: One Player



Detectives Riggs and Murtaugh are back for another action-packed adventure. An unfortunate incident with a bomb has them busted down to street cops. Now, they have to prove themselves as competent police officers again. If you can



solve the four long-standing files set before you, then you will be ready to take on the hardest one yet. Play as either character in many action-packed arcade style levels.

I'm sorry (sorry that I had to play this game), but the only lethal part in this one is the game play. **-Alex**

The movies were great, but the game is, shall I say, "less than four stars!" **-Rick**

The movies may have big stars, but the game has big problems with control. **-Steve**

Tiles and Tribulations

by Technological Computer Innovations

Requirements: Microsoft Windows

Sound Support: Sound Blaster

Controller: Keyboard

Available for: PC and compatibles

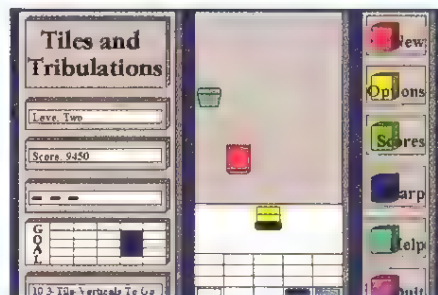
Designed by: Mark Lansdown

Distributed by: TCI

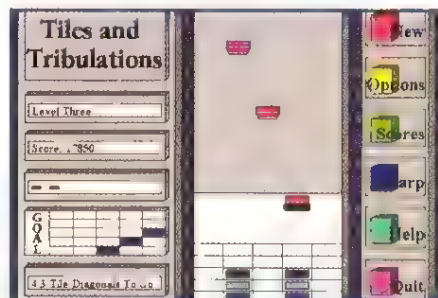
Retail Price: \$34.95

Hard Drive Space: 1.2 Meg

No. of Players: One Player



What is Tiles and Tribulations? Well, first you take a pit which is five spaces deep and five across. Then, you start dropping a mixture of different colored tiles from the top of the screen. Using your little paddle, you have to catch the falling tiles



and deposit them into the pit. Connecting three identically colored tiles in a horizontal, vertical or diagonal pattern causes them to vanish. Each level has a goal for you to complete.

T&T is anything but dynamite. It is entertaining for about five minutes, then becomes really dull. **-Alex**

I actually enjoyed this game, for a little while anyway. This is a good game if you are bored. **-Rick**

This game (Klax) is unlike anything (Klax) I've ever played before (Klax). Really (Klax)! **-Steve**



Beyond fantasy. Beyond legends.

If you've been looking for the mother of all fantasy role-playing games, we know where you can find it.

Online, in GemStone III™.

This is no kill-the-dragon-thank-you-very-much computer game. And it goes far beyond any of the other so-called legends in the online arena.

Here in GemStone III, you're joining real people, in real time for your online quests. Some of the best role players and game masters in the country – all meeting together in a vast and constantly evolving world, rich with fascinating characters and demanding adventures. It's a place you can play forever.

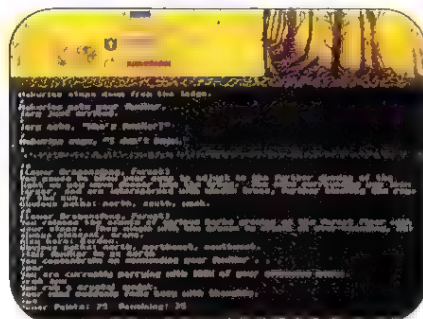
GemStone III makes every other fantasy game history. And your friends are already here. So sign onto GENie® today, and welcome home to GemStone III.

Sign up now:

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Immediately upon connection, enter HHH

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GemStone III™:
Shadow World®
on
GENie®
multi-player games

100% Organic Opponents.

GemStone III is a trademark of Simutronics Corp.
Shadow World is a registered trademark of Iron Crown Enterprises, Inc.
GENie is a registered trademark of General Electric Company.
Optional graphic front end program available for IBM PC only.



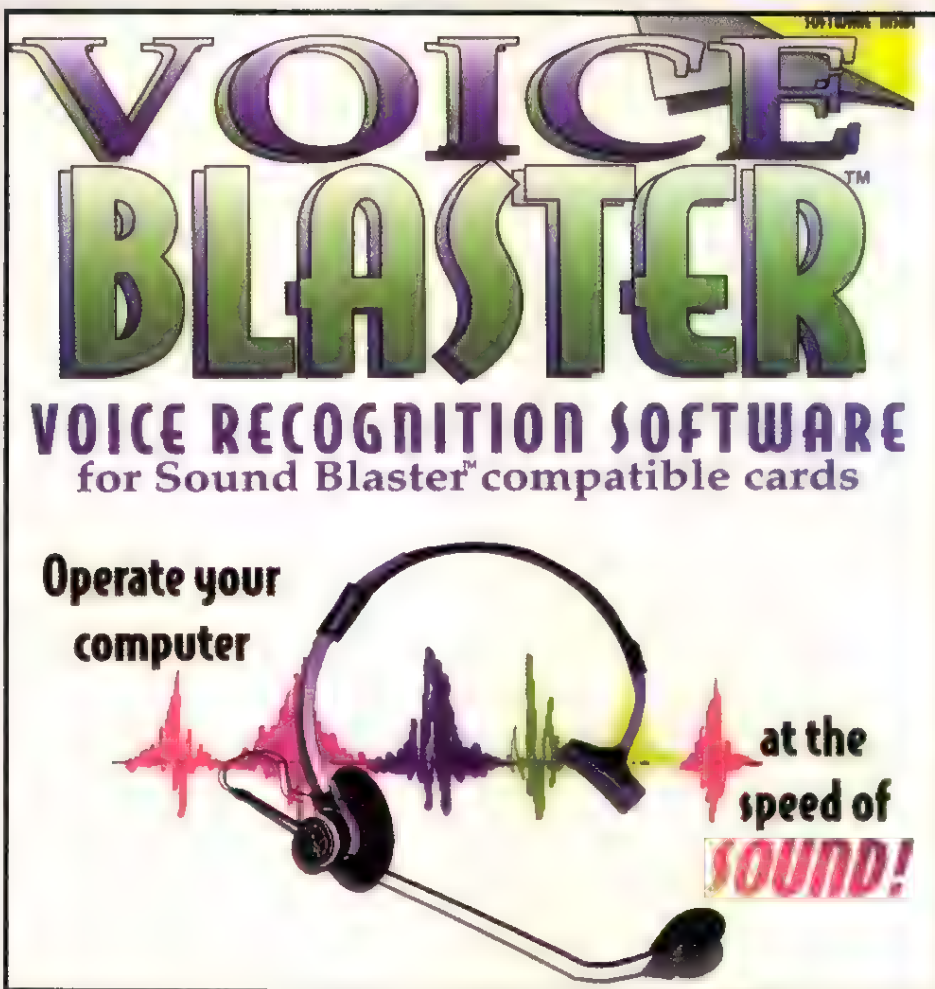
HARDWARE REVIEW

Voice Blaster by Covox

Voice Blaster is possibly one of the world's most powerful PC-based voice recognition programs. It will allow your computer to be controlled by your voice! Also included are DOS and Windows editing and playback programs. These programs represent state-of-the-art sound technology. The Voice Annotation Software brings your Windows word processor to life by adding your own recorded messages to your documents. Covox E/Q technology, provided with Voice Blaster, will improve the recording capability of your sound card while providing you with quality recognition. You can be up and running in about 10 minutes.

You may ask "What if someone else wants to use the system?" Well it will take roughly four minutes to reprogram it with a new voice. Just inform Voice Blaster that there is a new user, and answer the questions it asks you. Then, the next time you want to use Voice Blaster, just select your name, it is just that easy! Take command of your system by voice!

Does any one else find this technology to be a little senseless? Oh, sure, once it is perfected, sometime in the distant future no doubt, it will be invaluable, but at the moment it seems pointless. With the problems caused by voice variation, background noise and so many other factors, it seems to me that it would be foolish to expect this software to work correctly. At the level that it is at, it also seems like the height of laziness to use something like this when a mouse would serve just as well. The only person I see wanting this is a technology addict. **-Alex**

The graphic for the Voice Blaster software advertisement features the product name 'VOICE BLASTER' in large, stylized, 3D block letters. 'VOICE' is purple and 'BLASTER' is green. Below the name, it says 'VOICE RECOGNITION SOFTWARE for Sound Blaster™ compatible cards'. The central image shows a black headset with a microphone, overlaid with a colorful, multi-colored sound wave graphic. To the left of the headset, the text 'Operate your computer' is written, and to the right, 'at the speed of SOUND!' is written in a bold, italicized font. The entire graphic is enclosed in a black border.

VOICE BLASTER™
VOICE RECOGNITION SOFTWARE
for Sound Blaster™ compatible cards

Operate your
computer

at the
speed of
SOUND!

Voice recognition of tomorrow is here today with Covox's Voice Blaster. I have used these types of programs before, but never have I seen one that works this well. You ask about background noise distracting it? They have put in a very good filter that works! I tried it in a room full of people and with the stereo playing in the background. Yes, sometimes it did pick up a voice, but the vast majority of the time it comes through with flying colors. This program is worth the money, and it works great. Covox did well with this one! **-Rick**

Voice Blaster is an interesting set-up, and once you get it working, it does pretty well. I had a very hard time getting the thing to respond to me; I'm sure if the problem was in the software, the microphone or my larynx, but the problem did exist. One thing I like about this product is that it feels high-tech. I got a kick out of wearing the head set. I think it needs a little more fine tuning to really be great. Until then, it's kind of fun to fool around with, but I still find the mouse quicker and easier to use. It's cool for a glimpse into the future of computers, though. **-Steve**



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You've beat all the flight sims? A furball doesn't raise a sweat anymore? Ten minutes of WWI combat isn't even challenging?

Hmm...

Maybe you *are* ready for Air Warrior®.

That is, if you think you can handle the most realistic combat flying there is. Because Air Warrior does more than correctly model 28 different WWII aircraft, complete with spins, stalls and buffeting.

It puts you up against other human beings. Online, in real time, for as long as you care to play.

That's why Air Warrior attracts the aces. So if you're just looking to do a friendly loop-

the-loop, look elsewhere. If you're interested in a career, sign on to Air Warrior — only on GENie®.

Sign up now:

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Graphic interface required and available for selected machines

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corporation

Air Warrior®
on
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multi-player games

**100% Organic
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Accessories & Add-Ons

Carriers at War Construction Kit

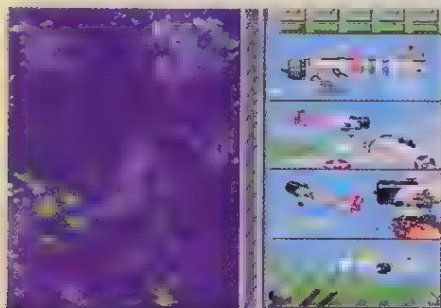
by Strategic Studies Group

In '91, Strategic Simulations Group brought out Carriers at War, the World War II air/naval simulation game. Now, they are extending the experience for those who enjoyed the original product.

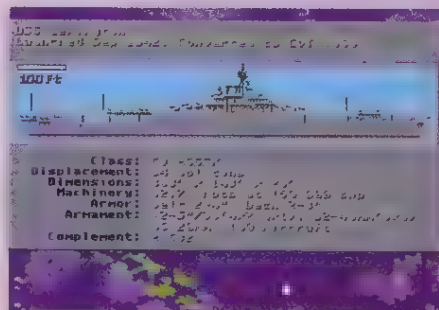
The Construction Kit adds three new scenarios (Wake Island, Guadalcanal and Tarawa) as well as installing additional intelligence files



for the original six scenarios which came with Carriers at War. With the utilities and options available within the program, you have the ability to build ships and aircraft and group them into squadrons and task groups. You can also edit your own maps with airbases and coast watchers positioned wherever you want them. In the unique WarRoom utility, you have access to the skill level of your computer opponent. It is up to you to set the Artificial Intelligence with the subtlety, unpre-



dictability and competence that you choose to challenge your own ability. The Carriers at War Construction Kit requires version 2.0 of Carriers At War, but the good news is that this program automatically updates your old program with version 2.0 files. You can take on the new scenarios, or create your own in one of the most advanced and entertaining World War II naval warfare games on the market.



TECH SPECS

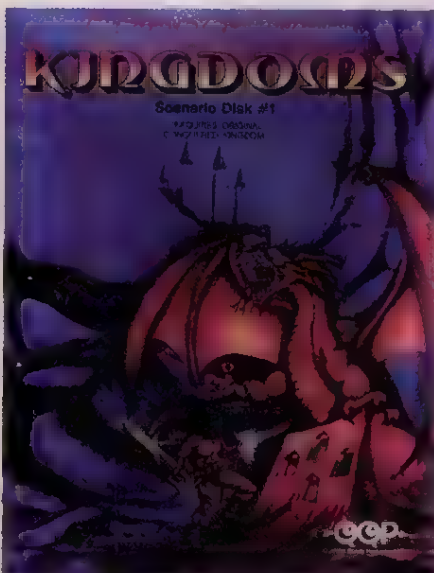
Developer:	Strategic Studies Group
Formats:	PC and compatibles
Add'l Hard Drive Space:	Approx. 3 Meg
Retail Price:	\$60.00
Requires:	Carriers at War

Conquered Kingdoms Scenario Disk #1

by Quality Quantum Productions

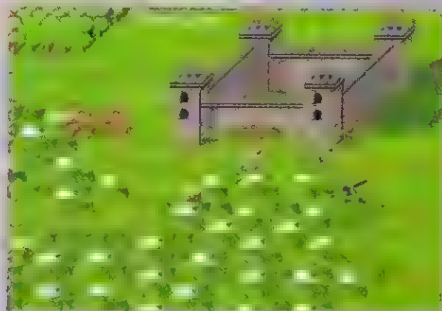
Soon after Conquered Kingdoms first came out, it quickly became one of the more popular fantasy strategic wargames on the market. Its success allowed QQP to be sure that this particular product was worthy of further attention. Therefore, in response to the fans, Quantum Quality Productions introduces the first scenario disk for Conquered Kingdoms.

This program adds 14 new maps to the list of battles you can fight.



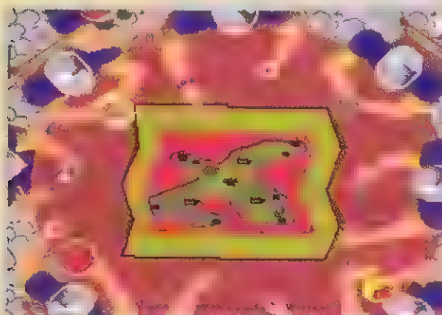
This selection of original scenarios includes those for beginning and expert players which force the player to come up with new tactics in order to succeed. There are inland and island battles to fight, as well as some new terrain types. Your computer opponent can be set on 21 lev-

els of difficulty so that you can determine how tough he is, or you can play via modem with a friend. So sharpen your swords, kick the trolls awake and unleash the dragons of war. It is time to return to Cascadia and make sure they know who's the baddest around. Just hope that it turns out to be you!



TECH SPECS

Developer:	QQP
Formats:	PC and compatibles
Add'l Hard Drive Space:	6 Meg
Retail Price:	\$39.95
Requires:	Conquered Kingdoms



Accessories & Add-Ons

Franchise Football League Fantasy-Football

by Fantasy Sports Properties

Have you ever wanted to see if you could draft a better team than the real team owners of the NFL? With this new Fantasy-Football program, you can finally find out. You and up to 15 other players will be able to form a team made up of the players of your choice. After that, see how well your "Dream Team" does during the actual season.

First, you and your friends create individual franchises and pick a Commissioner to oversee the whole

thing. Then you draft as many as 20 offensive players and two defensive/special units from the current rosters of the real NFL. As the season progresses, you get points

every time one of your players scores a touchdown or field goal in real life. The program also allows you to trade or waive players or place them on Injured Reserve. Tabulate your scores each week through either an update service or manual entry and at the season's end, see which franchise owner comes out on top. Included in the package is a free Prodigy on-line service membership kit, so that you can get updates for the regular Prodigy monthly fee, plus a small charge for downloading the info.



TECH SPECS

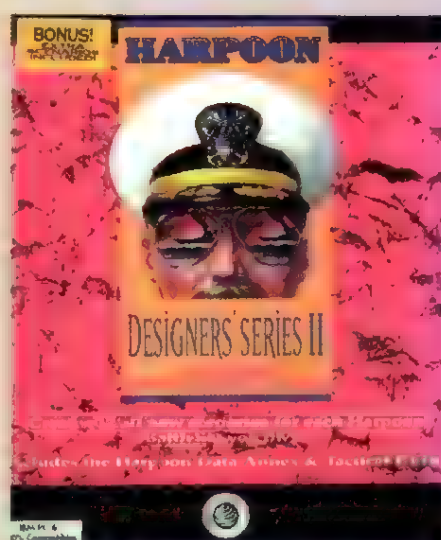
Developer:	Fantasy Sports Properties
Formats:	PC and compatibles
Add'l Hard Drive Space:	6-10 Meg
Retail Price:	\$59.95
Requires:	Hard Drive, 640K

Harpoon Designer Series II: Post-Graduate Naval Operations & Tactics

by Three-Sixty

The great military minds that Three-Sixty consults for their games have put together another set of scenarios to add to any master strategist's home library. There are a dozen new missions which will be added for each of the four current Battlesets. For this program to do you any good, you will need to have at least one of these Battlesets. Each of the scenarios also focuses on a basic tactical or operational principle that is fundamental to modern naval warfare.

Some of these scenarios include anti-submarine warfare conducted against two very different platforms: diesel electric and nuclear boats. You also get to see if you can master the art of finding the enemy without being found. In these new tests of tactical ability, it is either sink or be sunk, and if you do not learn the hard lessons being taught, then expect to be joining the ranks of unfortunate sailors in a watery grave. The package also includes



two other items—the Harpoon Data Annex and the Definitive Harpoon Tactical Guide. They will place at your disposal all of the information available on the weapons, sensors and bases in the Harpoon games as well as a concise guide to tactical Naval Warfare.

TECH SPECS

Developer:	Three-Sixty
Formats:	PC, Macintosh
Add'l Hard Drive Space:	7 Meg
Retail Price:	\$39.95
Requires:	Harpoon Program, DOS 5.0

Additional Alterations

Welcome back to the only column around that gives you up-to-date information on conversions of games to new computer formats.

The first convert is Unlimited Adventures by SSI. You can design and play your own adventures with the same game system that was used to create the gold boxed games such as Pool of Radiance and its sequels. Originally for the PC, it is now out on the Macintosh.

Icom's Deja Vu I & II was previously packaged together for the Mac. This month, the PC Super VGA Windows version has come out. Take on two of the hardest mysteries from P.I. Ace Harding's casebooks in full color.

Looking for a good program to manage your computer's memory? If so, you should check out the new package for QEMM-386. Quarterdeck Office Systems has put together a box which included the QEMM-386 memory manager, two award-winning games in Aces of the Pacific and Front Page Sports Football. You can also receive Ultima Underworld II free with a mail-in coupon.



Child Support

Americans in Space

by Multicom

Americans in Space is a great learning tool for kids of all ages. Just imagine them watching Neil Armstrong take the first step onto the moon. Not only will they see the actual video reproductions of some of the most famous space missions in history, they will also hear a recorded voice detailing various aspects of each mission.

The complete photographic history of American manned space flight is

tion of space stations and their role in society. The program contains over 500 narrated photos in vivid color and more than one hour of dramatic full-motion video footage that really comes to life in Super VGA graphics. Also included in the package is a free official NASA mission patch!

Americans in Space is controlled using an easy point-and-click interface, and the information is quickly

the American space flight program. The real treasure chest of this software comes in the Mission Control room.

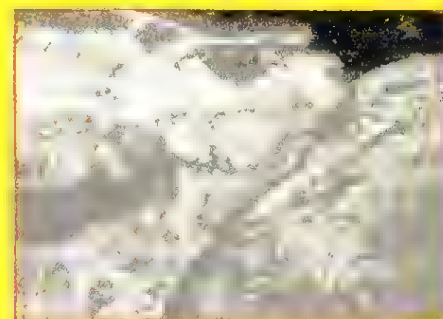
In Mission Control, your child has the option of instantly displaying video clips using the Camcorder or showing the many pictures with the Photographs icon. While in Mission Control, there is a variety of options concerning the overall control of the program. By simply clicking on clearly marked icons, your child will be in total control of the information displayed in both text and picture formats. There is a printout feature which allows users to get a hard



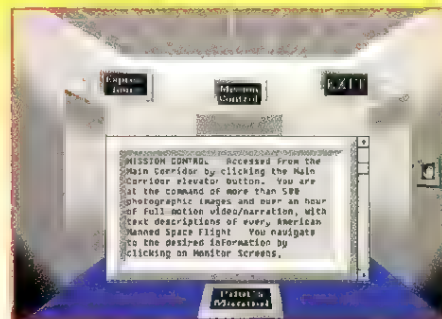
at your fingertips. Your child can learn about early experimental rockets and the X-15 program, as well as in-depth information concerning the teams of scientists and astronauts who helped put the first space shuttle into orbit. The program also gives some future plans for the construc-



displayed, since it is stored on the CD. When the game is first started, your child will be shown a hallway that has access to three doors: Express Tours, Mission Control, and the Exit option. In Express tours, a quick display of info and pictures will give your child a base knowledge of



copy of any information in the program with the click of a button. In addition, clicking on Project Control lets the user see the missions in chronological order. Americans in Space is a useful program which will help in educating anyone (young or old alike) about the history of our space exploration and future expansion plans.



TECH SPECS

Developer:	Multicom
Formats:	PC / compatibles CD-ROM
Graphics:	SVGA
Sound:	Sound Blaster / compatibles
Ages:	8 and up
Available:	Now
Retail Price:	\$49.95

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Sprint long-distance service just became more valuable - up to \$159.95 more! Now, when you switch your home long-distance service to Sprint, you can select any Sierra game, free! And after enjoying six months of high-quality long-distance, you'll receive a second Sierra game or one month of free long-distance service.*

Only Sprint can offer you a nationwide 100% digital, fiber optic network that provides the long-distance quality and reliability you need. Experience for yourself Sprint's "fiber optic" clarity that makes both your long-distance calls and PC data transmissions crystal clear and error free.

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"The Most"™ A Unique Calling Plan

Sprint offers an unprecedented long-distance calling plan called "The Most"™ available now for all customers. The Most will save Sprint customers 20 percent on already low rates on their calls each month to whomever they talk

to the most, including international calls—even if the called person is with a competitive long-distance carrier.

The Most will also provide automatic 20 percent discounts on all calls to Sprint's millions of customers, anytime and anywhere.

When the most frequently called number in a given month is a Sprint customer, Sprint will combine both discounts for an effective overall savings of 36 percent on calls to that number.**

Save on Long Distance When You're away from home too!

Sprint's FONCARD™ travel card lets you continue to take advantage of clear calling and savings even when you're away from home. Plus the FONCARD is free, with cards available to every member of your family.

The Service You Deserve

At Sprint, we make no compromises when it comes to dependable, personal service - we do it all; operator services, directory assistance, customer service,

even instant credit for wrong numbers. And we do it 24 hours a day!

No Risk Guarantee

Your satisfaction is guaranteed: we'll pick up the cost of switching your long distance to Sprint, and will even pay to switch you back if you are not completely satisfied. (Some restrictions apply.)

So why not sign up for Sprint and receive the clarity, savings and service you want while getting two Sierra games you enjoy?



* Offer valid only in the U.S. and for new Sprint customers. Not valid for FONCARD - only orders. Certain restrictions apply. Free month is up to \$25 usage on 4th month invoice. To qualify for a second game or free month of long-distance the customer must bill \$20 per month in 3 of the first 6 months.
** THE MOST discounts apply to intra-state calls only where authorized.

Sir Addalot's Math Adventure

by Landmark

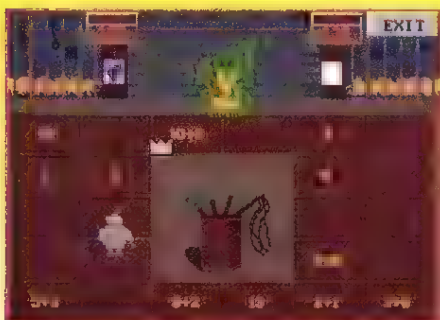
The sheer number of math tutoring programs available indicates that it's one subject that kids continually need help with. This is where Sir Addalot and Landmark come in. Kids must solve a series of math problems in order to save the kingdom from the spell of the evil dragon Scorch.



Sir Addalot must clear five levels, each with five different castles.

Before rushing into combat to race Scorch, Sir Addalot can practice his or her math skills on the practice field. Here, a grid filled with numbers and math problems is shown. It's up to Sir Addalot to find the solution to each of the math problems in the shortest amount of time possible.

Once through the practice grids, Sir Addalot has 25 different castles to protect. Each one is set up in the same way as the practice level, but in each of them, there is the added danger of Scorch. Scorch breathes dangerous fireballs that follow Sir Addalot around the grid as he or she solves the math problems. If one of



Problems with varying degree of difficulty await the intrepid adventurer.

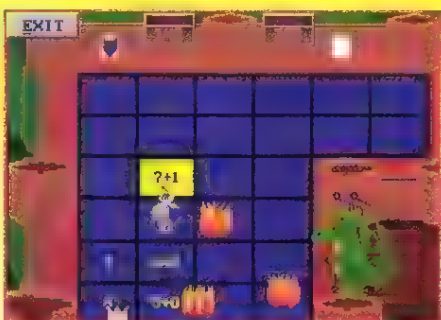


the fireballs hits Sir Addalot, his shield is destroyed and he rushes to the top of the castle to get a new one. If he's hit three times on a level of five castles, the round is over. But, if Addalot makes it all the way through the five castles, he gets to pick a plant, fish or decoration for the castle moat.



While Addalot runs through the level, Scorch breathes dangerous fireballs.

Sir Addalot's Math Adventure can be played in several different modes. One type of math problem can be selected or addition, subtraction, multiplication and division problems can all appear in the same grid.



On higher levels, multiple fireballs make the game harder.



Completing a level earns the player praise from the King and Queen.

The game also has several levels of difficulty, providing a challenge for older math students. At the hardest levels, there are times when the player must select two equations as equivalent, since there are not always the same number of math problems as numerical answers.

Game play is easy; just click on a square to get Sir Addalot to run to it. Clicking on the square again selects it. By running to a square that contains the answer to the problem, Sir Addalot is able to erase the two selected squares. Once the board is cleared, it's off to the next castle.

Sir Addalot's Math Adventure supports VGA graphics and for Sound Blaster users, the game has digitized speech for the completion of a level. Help Sir Addalot save the kingdom from Scorch!



The player adds new fish to the moat to help keep the kingdom safe.

TECH SPECS

Developer:	Landmark
Formats:	PC and compatibles
Graphics:	VGA graphics
Sound:	Adlib, Sound Blaster
Ages:	6-12
Available:	Now
Retail Price:	\$39.95

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Actual VGA screens

*(When company presidents need analysis of hot trends and future possibilities, one of the names on speed dial is "Arnie Katz." Writer, lecturer, designer, consultant and, now, editor of **Electronic Games**, Arnie gives readers of **Computer Game Review and CD-ROM Entertainment** an insider's look at the world of electronic gaming. This month, Arnie discusses the Summer Consumer Electronics Show, held in Chicago in June.)*

No hardcore gamer stays ignorant of the Consumer Electronics Show for long. Soon after someone gets seriously into games, they hear or read about the industry event that premieres entertainment software.

CES' reputation is not exaggerated. It is a gamer's dream. Almost every interactive electronic entertainment company plans its product marketing year around CES. And electronic gaming magazines would

facturers and software publishers feel more like feting the buyers and media. It's not scientific, but it works.

The 1993 summer CES had more receptions, breakfasts, parties, and events than any show since the golden age of video gaming in the early 1980s. That reflects the optimism that pervades electronic gaming today. Video and computer game sales are rising. The digital highway that will allow providers of electronic software to sell direct is already under construction.

Urban exodus. The two video game giants have operated mammoth, sprawling complexes at every CES for the last few years. Industry people call them Nintendo City and Segaville. The most recent show brought some important changes, especially the decision by many companies to give up a booth inside

teenage and adult female gamers swarming through the aisles and trying the cutting edge software.

This was evidence that electronic gaming is not just for teenage boys. Judging by the enthusiastic way women played everything at the show, the industry may be unconsciously excluding a large potential audience. Publishers should consider promoting their mainstream releases with an eye toward appeal to both genders. There is an untapped reservoir of gaming fervor.

Rising stars. The most improved publishers were Virgin Games and Bethesda Softworks. Virgin has moved into the elite ranks of game companies after years of steady gains. The parent company's mus-

COMPUTER CONFIDENTIAL

WITH ARNIE KATZ

THE SECRET STORIES OF CES!

have some blank pages if not for the information gathered at the exhibitions.

Sight unseen, I guarantee you can read about all the hot games in **CGR** (and, if I am permitted a plug, in **EG**), but there are aspects of CES that never seem to make it into the consumer publications.

Let's change that. Here are some jottings from the notebook I carried during my six days in Chicago.

More parties! No, it's not what you think. Frankly, I'm usually too tired at the end of a 15-hour CES day to care much about carousing.

But the number of parties the electronic gaming industry gives is an index of how flush the companies feel. If sales are strong and the future looks bright, hardware manu-

facturers are flexing. Bethesda had a new basketball simulation and three science fiction games. All had attendees buzzing. Chris Weaver, Bethesda president, has earned a lot of respect from his peers with his dynamic product line.

This may sound like it has no impact on computer gaming, but it does. The reason companies have changed the geography of CES is that cross-system publishing is on the rise. For computer gamers, this will pay off in more properties having PC editions as well as cartridge and multimedia disks.

Even Nintendo, which has often inhabited a tent separate from the rest of the electronic gaming space, has apparently recognized the reality of multi-system publishing. Nintendo City was right in the thick of the entertainment action. Also gone were the high walls that once separated it from everything else.

Women welcome. CES was open to the public, for \$10 a ticket, on Sunday. While males predominated, there were an enormous number of

cles are flexing. Bethesda had a new basketball simulation and three science fiction games. All had attendees buzzing. Chris Weaver, Bethesda president, has earned a lot of respect from his peers with his dynamic product line.

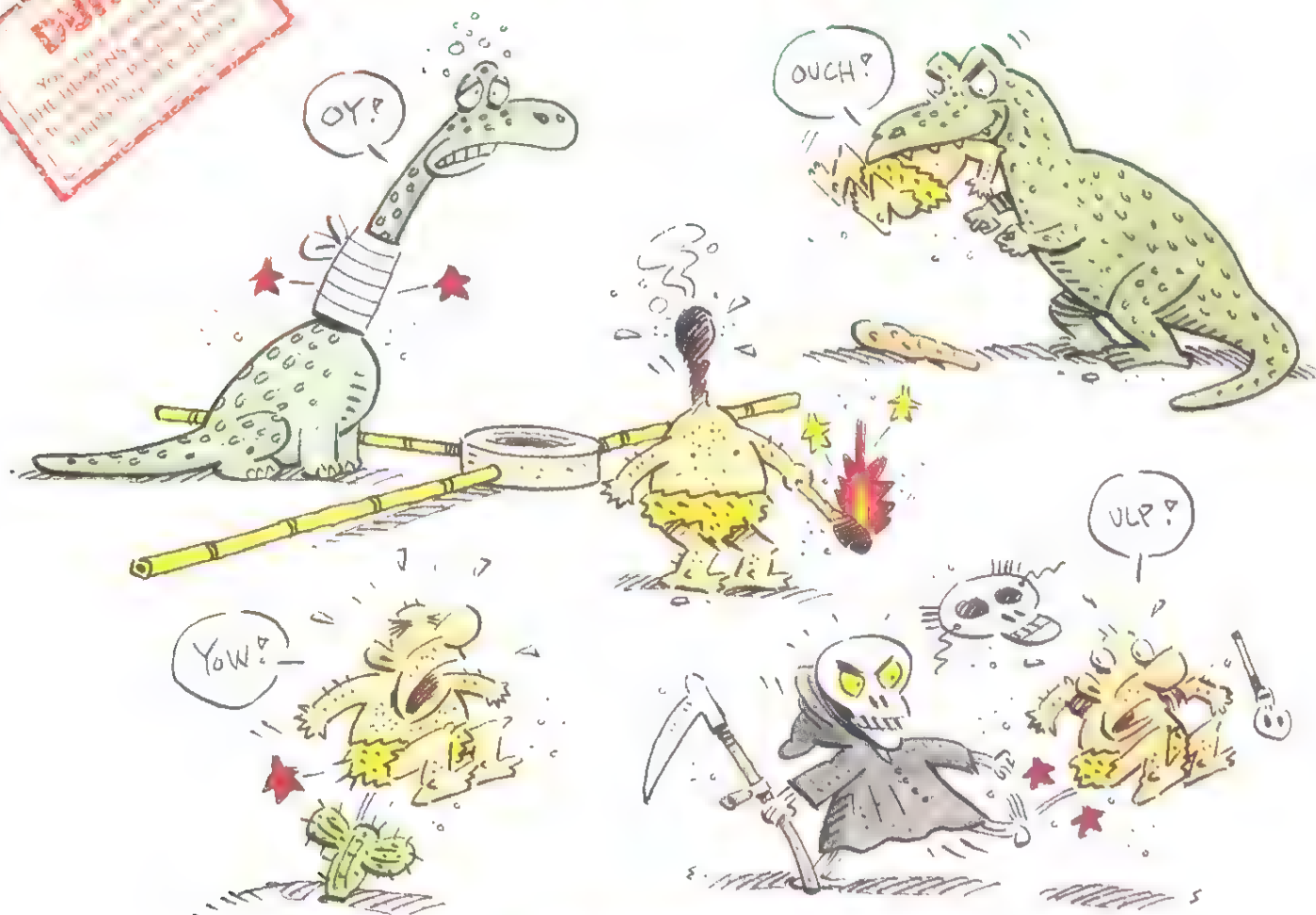
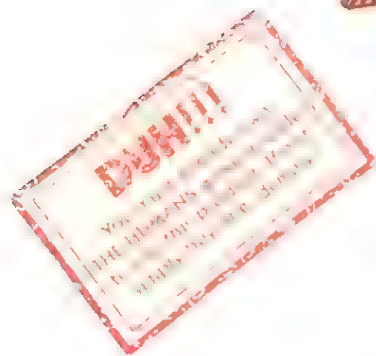
The 3DO Express. Only the consumers can decide whether 3DO is a hit or a flop, but the juggernaut looks invincible as its October launch nears. More than 300 companies have become licensees, making this the most universally supported new platform in history.

The 386sx lives! A majority of publishers will continue to address the 386 audience. They don't want to lose the sales, even if it means not optimizing games for the 486. Returns are plaguing products that don't run well on the 386 despite contrary labeling, so expect publishers to work harder to get the performance of new titles on the 386 up to acceptable levels before shipping the product.

-Arnie Katz

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GAMETEK

FANDOM CENTRAL

Even a booming hobby like electronic gaming fandom has its ups and downs. Last year, the first generation of BNFs (big name fans) pooled their efforts to start a national organization for gamers. It showed early promise, but never made the leap to self-sustaining operation.

You can't keep a good fan down, so it should surprise no one that fandom is ready to try again.

The Game Enthusiasts of America (GEA) is a new national (and international) fan club by and for electronic gaming fans. Chris Johnston, editor of **Paradox**, is President. It has the support of every active fan. Many gaming companies have promised cooperation, too.

Although GEA has the full backing of all officers of the earlier group, the fans who've formed GEA represent the second wave of fans. They've learned from the mistakes of the past. These enthusiastic people have put together a well-organized program of value to all fans.

Nathan Hauke, GEA communications chief, told **CGR** that the National Association of Electronic Gaming Enthusiasts (NAEGE) will meld into the new group. All NAEGE members will receive a free year of GEA membership. Others can join for \$10. The club gives anyone who signs up through a fanzine in the GEA network an additional \$2 off the price.

Andy Saito is the editor of the bi-monthly **GEA News**, the club's official magazine. The first issue should be ready by the time this sees print. In view of Andy's publications, it should be very worthwhile.

GEA promises a second publication, also a bi-monthly, this fall. It will be devoted entirely to fandom and fan activity. I'm eagerly awaiting receipt of my copy.

I unreservedly recommend trying a one-year membership. Send a

check or money order for \$10 payable to Gaming Enthusiasts of America to the organization at 19 Vermont St., Methuen, MA 01844.

The formation of GEA is certainly the big news, but there are also plenty of exciting new fanzines this month. It's time to attack the 'zines teetering on the corner of my desk.

Gaming Edge #1

Edited by Mike Short & Matt Turner
756 Valley Crest, Vista, CA 92084
Frequent, \$1.50 per issue,
11 pages.

Two editors make their debuts with this fanzine. It's not a bad way to begin, though **Gaming Edge** has its share of first-issue miscues. Mike and Matt should try a much smaller typeface and double-sided printing to put more meat on each page. A colophon wouldn't hurt, either.

Don't let these shortcomings, all of which are likely to disappear within an issue or two, stop you from encouraging two bright new talents. Matt and Mike are primarily interested in multimedia and video games, so these are the main subjects. As more CD products come out, **Gaming Edge** may develop into a solid source of reviews and analysis.

Game Force #2

Edited by Jeff Beedham
P.O. Box 1610, Belen, NM 87002-1610
Frequent, \$1.50 per issue,
12 pages.

The comment in Jeff's editorial about the improvement since the first issue is accurate. It looks and reads much better, and the increasing emphasis on interactive multimedia will help **Game Force** carve out its niche within the fanzine field. I like the editor's personality, and he shows a talent for in-depth, articulate, and informative analysis.

High Density #1

Edited by Greg Bemis
56 Glenview Dr., San Francisco, CA 94131

Monthly, \$1.00 per issue, 12 pages.

This is the best first issue received for review this month. It's intelligently written and neatly laid out with a smattering of photos and illustrations to break up solid text.

High Density is doubly welcome, because it is devoted to computer entertainment software. While many fanzines present material relating to floppy games, few have chosen to specialize in this segment of electronic gaming. **High Density** fills the need for cogent commentary on the subject. I rate this first-timer a "must-buy" for serious compu-gamers.

Video Universe #6

Edited by Chad Laubach and George Willson
7640 Woodbine Rd., Macungie, PA 19062

Bi-monthly, \$1.50 per issue,
52 pages.

This issue has the distinction of carrying the first full fanzine report on the Summer CES I've received this year. Other highlights include an article enumerating alleged shortcomings of TH*Q, reviews, tips, and a comic strip.

Video Universe has corralled a staff of young artists who decorate the pages attractively. More editing would help, as would better organization, but **Video Universe** is an up-and-coming fanzine with special emphasis on cartridge games.

Fanzine editors: If you'd like your fanzine reviewed in this column, send it to: Arnie Katz, 330 S. Decatur, Suite 152, Las Vegas, NV 89107. I read and save every 'zine sent, and I'll try to describe as many as possible each month.

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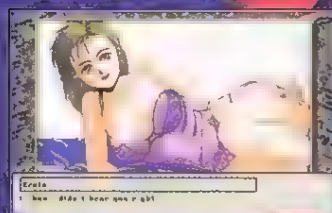
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megabytes of available space required, not
recommended. Graphics compatible with
MCGA and VGA (VGA highly re-
commended). Sound support: Sound Blaster, True
Pro Audio Spectrum and Adlib.

R

This game is not for the faint-hearted. It contains violence
and some material inappropriate for minors under 18.

MEGATECH

Q & A

Howaya, kids, howaya, howaya! The Doc is back from cold and rainy Chicago where I attended my 25th CES. I received the standard digital gold watch and was inducted into the O'Hare Airport Hall of Fame, through which I have now passed over seven million times on my way to various SCE's, consultations, and coin-op expos.

Now, having flushed all my old and useless information and recharged on a new round of rumor, hype, and analysis, it's time to take on the Questions of the Day.

Q: I wanted to know about all the different specialty audio stuff I've been hearing about. What is 3-D sound? Which sound boards have it and which don't? How can I get Dolby or Q-Sound on my computer? I'm really into state-of-the-art audio and have a Roland (for music) and a SBPro (for speech).

Also, on some sound boards they talk about the number of bits "in" and "out," as in "8-Bits in, 8-Bits out sound." What does that mean?

Victor Desneis
Bridgeport, CT

A: Okay, Victor, sit back and get yourself a soft drink, because this is going to take awhile.

The term "3-D sound" refers to the use of directional cues which create within the listener the sense that a sound is coming from a specific direction. There are several systems which use 3-D sound, and the best known is probably Q-Sound. The end-user requires no special equipment to hear Q-Sound; it's all handled by the developers, using a joy-

stick to "throw" each sound in the desired direction. They can make it sound as if you are being dive bombed, or as if a car were screaming up right behind you—then passing swiftly to your right and into the distance. As of this writing, no computer software has made use of Q-Sound, but several CD-based video games have. Of course, both of these are side-scrolling games, and it won't be until we hear Q-Sound on first-person or VR-type games that this new dimension of gaming will be impressive.

Q-Sound has only one requirement for the user, however, and this could pose a problem for computer gamers: it requires a pair of equidistant stereo speakers. In other words, this is no problem for video games, which are broadcast over television sets which have been stereo for years with equidistant speakers. Q-Sound creates a cone-like, three-dimensional sound space which requires no headphones to experience and is quite effective. Many computerists, however, have a single speaker or two non-stereo speakers, and those won't do.

Of more interest to computer owners would be the new Gravis sound board, the UltraSound Max with 3-D, a remarkable board priced at under \$200 which can produce 3-D effects with the use of headphones. The upside on this Gravis board includes its spectacular wave table generated audio, 32 digital voices, and real MIDI compatibility (Creative Labs lists the Sound Blaster boards as having MIDI compatibility too, but it's CL's own brand of MIDI rather than the version the rest of the world is referring to). The possible downside: the UltraSound Max uses a Sound Blaster emulator rather than the actual SB chips. Acknowledging the superiority of wave table emulation, Gravis went with this technology which is non-compatible with the

Sound Blaster series. Gravis recently made a deal which allows programmers to create a bridge with the industry-compatible Miles drivers which would allow a developer to take SB code and do an on-the-fly adaptation so that the sound is actually being output through the UltraSound's chips.

Finally, on the question of bits in and bits out, the UltraSound Max, for example, has "8-Bit in and 16-Bit out" sound. However, its on-board samples are all 16-Bit, so the "bits in" will probably only matter to users who are planning on programming their own music.

Q: I have been searching high and low for a computer game for my IBM and I cannot locate it. Actually it's two games: pinochie and dominoes. I cannot find them anywhere.

Bev Zintz
Phoenix, AZ

A: I looked high and low, Bev, but couldn't locate a pinochle game. I remember my dad and his buddies used to get together to play this game every Friday night while I watched Twilight Zone and Alfred Hitchcock. The best bet would be to check out shareware or public domain games on-line.

I did better with dominoes, however. Epyx has a multi-game collection called Getaway: Windows Entertainment 6-Pack that includes Dominoes. The more upscale version can be found on Sierra On-Line's superb Hoyle Official Book of Games: Volume 3, which contains the classic board game. You don't need Windows to run this.

And that finishes us up for this issue. Remember to send your questions to:

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A Visit to Summer CES

FIRST-PERSON 3-D, SUBMARINES AND THE CIVIL WAR. . .

As usual, Summer CES proved an exciting time. The **CGR** staff spent four days there, talked to hundreds of people and lost about a day's worth of sleep looking at the new hot products coming for Christmas (and attending more than a few hot parties hosted by software companies)!

Here, then, is just a part of what we saw and discussed over the four days of Summer CES. . .

At **Access Software**, we learned of the continued support for **Links**, **Links 386 Pro** and **Microsoft Golf** in the form of course disks that will come out like clockwork for the rest of the year. We also found out about the new Tex Murphy adventure called **Under a Killing Moon** that should be out early next year as a two CD collection featuring live-action video with some familiar faces!

Accolade's latest project for the PC is **Speed Racer**, that cartoon race driver of myth and legend. While the game is still in very early stages, it appears it will not only have the correct look of Speed's Mach 5, but the buttons mounted on the steering wheel will be a part of the game as well.

Accolade affiliate **Legend** was at CES in force with three projects that should hit by the end of the year. The first is the **Eric the Unready CD**. As mentioned in the last issue of **CGR**, Legend is also working on **Gateway 2: Homeworld**, and the work there looks great. The third Legend product is **Companions of Xanth**, based on the series of novels by **Piers Anthony**. This game will feature a whole new interface from what Legend fans are used to.

Tsunami was also present at Accolade's booth, showing its latest

wares, including its previously released titles on CD-ROM. Other Tsunami projects are **Wacky Funsters, Too!**, the follow-up to the earlier WF release, and **Blue Force**, which includes the talents of **Jim Walls** of **Police Quest** fame.

Over at **Activision**, we got a peek at several new titles up and coming, not the least of which is **Return to Zork**, which features an interesting cast, including **Jason Hervey** of **The Wonder Years** as the King of the Trolls. The disk-based version looks good, and the CD-ROM version blows almost everything we've seen out of the water! Another hot one from Activision is **Mechwarrior II: The Clans**. We got a chance to test this one out, and it both looks and plays great. **Simon the Sorcerer** and **Aliens vs. Predator** (with both an action and strategy mode) are also on the way.

Amtext, the folks who brought you **Tristan Pinball** and **Eight Ball Deluxe** are currently working on **Fun House**, another arcade pinball classic. The company is also hard at work on bringing **Royal Flush** to both the PC and Macintosh. For the uninitiated, **Royal Flush** is another one of those landmark pinball games that bumperheads still talk about, despite the game's age.

For the crowd looking for a game that will let them conquer the world, **Asciiware** is planning on bringing the long-awaited **Dominus** out this year, hopefully in November. While much of the game is done, the folks at Ascii have commented that the real work left is in making the AI as formidable as they can.

Rounding out the a's is **Aztech Systems**, who brought along their variety of **Sound Galaxy** products.

Anyone in the market for a new sound card will want to take a gander at the **Sound Galaxy NX Pro 16**, **Stereo Pro Extra** and **NX II Extra**. If you aren't looking for a new card, you should still check out Aztech's **WavePower**, which allows you to record professional quality tracks on your PC.

One of the best shows going during the consumer day was the hot demonstration reel displayed by **Bethesda Softworks**. Three games featuring that new engine that's been given some press in past issues were featured, and all of them look amazing! For cyberfans, there's **Terminator 2029 Rampage**, a game that looks similar to **T2029** but a lot more realistic. **Delta-V** is a flight sim with an almost cartoon-like look, and **The Elder Scrolls: Chapter 1, The Arena** is a first-person 3-D banger with some mighty cool looking enemies. Also look for **NCAA Basketball: Road to the Final Four 2** around September. This game looks to be a quantum leap above Bethesda's first NCAA game.



Bethesda's **Delta-V** was one of the most popular attractions at Summer CES.

Brøderbund had a host of new projects including new titles in the **Living Books** series. **The New Kid on the Block** and Aesop's **The Tortoise and the Hare** both should be

out soon, with New Kid coming first. The company is also working on a PC version of its Macintosh edutainment title **Spelunx**. The big news from Brøderbund is the news of a hot new CD-only project called **Myst** by the creators of **Spelunx**. This adventure game has graphics that look to rival **The 7th Guest**, and the storyline compares favorably with a lot of good fantasy movies. There'll be a lot more info on this one to come.



Gorgeous graphics and a great plot should make **Myst** one exciting CD-ROM!

Capstone made a big showing with several new games on the way. **Terminator 2 Chess Wars** is out, giving its own slant on the classic game. **Wayne's World** was almost ready at CES, too. In August, Capstone plans to release **Surf Ninjas** (based on the upcoming movie). September will be a big month for the company, with **Discoveries of the Deep**, **Homey D. Clown** and **The Beverly Hillbillies** all coming out just in time for the Christmas buying season.

Anyone who has used a joystick from **CH Products** knows that the company demands a lot of quality from its products. The **Flightstick Pro**, coming soon to a store near you, builds on the previous success of the **Flightstick** and adds a few more buttons. The whole rig looks kind of like the joystick from **Battlestar Galactica** (remember those Viper ships?).

Hot off the award winning **Darkseed**, **Cyberdreams** showed **CyberRace**, the **Syd Mead**-inspired racing simulation. **Cyberdreams** is also reported to be working on a game based on the **Harlan Ellison** story "I Have No Mouth and I Must

Scream," which should make an interesting game, to say the least. We also found out that the company recently signed on the talents of **Gary Gygax**, the creator of **Dungeons and Dragons**, to produce a fantasy/sci-fi RPG.



Syd Mead (right) looks over the work in progress on **CyberRace**.

The big announcement from **Davidson** was not that **Zookeeper** is coming to the Mac, and it wasn't that they've developed **Alge-Blaster 3** (complete with new graphics and sound effects) or **The Cruncher**, a spreadsheet usable by the younger set. The big news was that its affiliates, **Lawrence Productions**, **Creative Pursuits** and **3DI Productions** have five new titles coming this summer. Lawrence will be releasing **Discovering America**, **Mathology** and **Mind Castle**, while Creative Pursuits is working on **Kid Rhymes**. 3DI is currently on schedule to complete **Earth Invasion**, an SVGA Windows program featuring arcade-style action.

Chicago-based **D.C. True** didn't have far to travel to make it to Summer CES, but they brought some interesting news. They've begun production on a new edutainment called **Electric Reading Land**. The program is the first in a series of titles called the **Jimi Learning Experience**. We also got wind of a hot project that D.C. True is keeping under wraps for now. We'll keep you posted.

Deadly Games brought along **M4**, their excellent tank simulation for the Mac. They also told us that they are currently working on a Type VII U-Boat sim that will have a similar operating style. It was handy that CES was in Chicago, since this gave

the creators of this new sub sim an excellent opportunity to take a peek at the U-505, the only WWII era U-Boat in the Western Hemisphere. (It's at the Museum of Science and Industry. Check it out if you're ever in the area.)

Disney had a couple of announcements. The big one was the it has formed an alliance to produce **Aladdin** for the Genesis with **Virgin Games** and **Sega**. The other big thing for Disney is that there will soon be a new version of the **PS/1** from IBM that will come pre-loaded with Disney software. There will be two models of this **PS/1**, both with the same software. Among the titles included are **Mickey's Memory Challenge**, **Follow the Reader**, **Stunt Island** and **Animation Studio**. They should be out there right about now, and they'll probably be going for around \$1700.00.

DSP Solutions was also at CES, and the company brought along its **Port-Able Sound Plus**, an external sound peripheral. It plugs into anything, even a laptop, and delivers 16-Bit CD quality sound. Cool!

One thing we saw almost everywhere we went was the **Reel Magic** add-on card for the PC from **E-Motions**. This card offers full-screen, full color video and CD quality sound at 30 frames per second. Among the places we saw this card in action were **Electronic Arts**, **Ready Soft** and **Activision**, and if the indication we received from these developers and others, this card could bring a new standard for CD-ROM in the very near future. **Dragon's Lair CD** looked almost exactly like the arcade (more on that later).

Oh, let me tell you about **Electronic Arts** and its myriad affiliates. But first, EA itself. On CD, EA has announced **Labyrinth**, a fantasy adventure featuring graphic and logic puzzles. **Syndicate**, reviewed in the issue in your hands, turned a lot of heads at the show, too. Other hot ones from EA include **SSN-21 Seawolf**, the sequel to **688 Attack Sub** (ooh, more submarines). Both **Seal Team** and **Kasparov's Gambit**

A Visit to Summer CES

were at the last CES and they made another appearance in Chicago. Seal Team is a real-time tactical military sim that looks pretty cool, while Kasparov's Gambit is a chess sim featuring the wisdom and hints of World chess champion **Garry Kasparov**.



Sub games were popular at CES, and SSN-21 Seawolf was a big reason why!

The **EA Kids** line is working hard to continue its string of titles for the educational market as well. The games already released in this line are headed to the Mac. **Video Jam**, **Peter Pan: A Story Painting Adventure** and a whole new **Eagle Eye Mysteries** game are also on the way.

Of course, a lot of what goes on at the big EA is work with the affiliate labels. There are a whole bunch of new ones now, covering everything from edutainment to CD-ROM. Now with fifteen affiliate labels, Electronic Arts has reached a whole new level, since it's possible to pick any category and come up with dozens of titles that EA is directly involved with. Here's the breakdown on what the affiliates had to show. . .

Aris Entertainment, one of the new affiliates, had the CD-ROM game **Video Cube: Space** at CES. In this puzzle game, you have to unscramble the images on the screen while racing against the clock. Once it's done, you get some cool video footage. Look for a very innovative package design on this one.

Ebook, has produced a huge line of CD-ROM products, many geared for the younger set of gamers. They

showed **Kaa's Hunting**, based on one of **Kipling's Jungle Book** tales, and **Mosaic Magic**, a math tutor/creativity tool. Both will be available for PC and Mac. The third title, **Ebook MacAuthor** is a Macintosh tool that guides the average user through the creation of an interactive storybook. While it may be designed for most people, the \$295 price tag will make it a specialty item.

Humongous Entertainment's line of **Junior Adventures** has two new members, both of which were previewed in Chicago. **Putt-Putt Goes to the Moon** builds on the success of the first two Putt-Putt titles. The other, **Fatty Bear's World Pack**, introduces kids to other cultures and gives lessons in math, logic, language and critical thinking.

ICOM had **Dracula Unleashed**. As the product nears completion, it looks better and better, providing what could be the ultimate horror adventure. Look a few pages down the line for some in-depth information on this title. Also from ICOM was some news on **Global Golf**, a CD golf game that gives you the chance to play hypothetical holes on places like Everest and the Grand Canyon.

Mindcraft has been really busy lately, with over half a dozen titles planned by the end of the year. Some are brand spankin' new, while others are sequels. Look for **Siege** to move into historical sims with **Siege: Walls of Rome** in August and more from the Krellan Empire in **Star Legions II** in November. Others to look for are **Bloodstone—an Epic Dwarven Tale**, **Strike Squad**, **Dominion**, **Mechamander** and **Gryphon Masters of Havlar**, which will be the first in a new RPG series called the **Realms of Fate**.

Mindplay has been a strong player in the edutainment arena with products like **Dyno-Quest** and **Math Magic**. **Cotton Tales**, a world processor for kids, and **Robomatic**, a math tutor that also teaches kids about the environment, are currently being worked on and should be available by year's end.

Staying within the educational/edutainment genre, we move on to **Morgan Interactive**, who brought along **The Ugly Duckling** for Mac and PC CD-ROM. This CD will tell the famous **Hans Christian Anderson** tale and include over 250 point-and-click animations, 200 sounds and three sing-alongs.

Mutlicom, another new affiliate had some cool stuff for CD-ROM. While none of it is really game oriented, a lot of it is extremely useful to the average PC'er. **Americans in Space** contains the history of the U.S. Space Program from first launch to the present. Other Mac and PC CD's from Mutlicom are **National Parks of America**, **Better Homes and Gardens Healthy Cooking CD Cookbook**, **Astrology Source** and **Wines of the World**.

Novalogic, the folks who brought you **Comanche Maximum Overkill**, brought along a new mission disk for the ultimate in helicopter sims. This disk includes new missions with new scenery using advanced weapons against updated enemies. **Wolfpack**, a WWII naval simulation, features the menace of the German U-Boats (more submarines!). Players can take the helm of a German sub or play as the Allied forces that seek to blow them from the water.

As expected, **Origin** was out in full force in the Electronic Arts booth. Four new titles are in the works and all of them carry that familiar stamp of Origin quality. For **Wing Commander** fans, there's **Wing Commander Academy**. Among the features in this game is the chance to fly a Kilrathi Jrathek fighter. Cool! Also in the Wing Commander vein is **Privateer**. This game features a



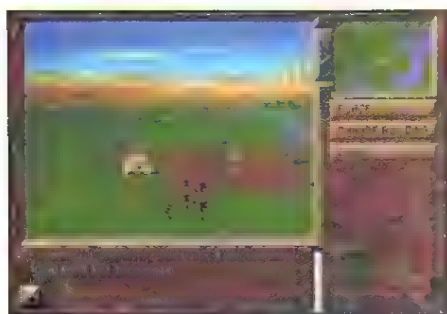
Fight and trade your way across the galaxy with Origin's Privateer.

complete universe to explore and gives you the option of becoming a trader, pirate, spy or mercenary in outer space. **Pacific Strike** puts the **Strike Commander** engine in the South Pacific during WWII. The fourth game, **Shadowcaster**, features the **Ultima Underworld** look with the ability to transform your character into several different creatures of unique power and ability.

Pop Rocket, the company created by **Spaceship Warlock** team member **Joe Sparks**, is still at work on **Total Distortion** for the Mac CD-ROM. In the game, you must search for innovative material for your music videos, trying to sell them to various markets once they are made.

Victor Vector & Yondo are back for more adventuring on the Mac and PC CD in **The Last Dinosaur Egg**, thanks to the talents of **Sanctuary Woods**. This time travelling adventure takes the duo to the Precambrian era through the Cretaceous period in search for a Tyrannosaurus Rex egg (maybe they could try **Jurassic Park?**). Also coming from Sanctuary Woods is **The Selfish Giant**, based on the story by **Oscar Wilde**.

Strategic Simulations had a ton of new titles to talk about at CES, including **D&D Stronghold**, previewed in a previous **CGR**. **Dark Sun** also got some mention, and the hopes are that it will be released soon. Any fan of **Cyber Empires** will want to look for **Fantasy Empires** which features the same kind of action in a whole new display. Older gamers will remember **Archon**. **Archon Ultra** is a totally revamped version of the PC classic with a new



SSI's **D&D Stronghold** will provide hours of fantasy war entertainment.

look and the same cool pieces. Other games worth mentioning include **Clash of Steel**, **Gary Grigsby's War in Russia**, **The Great War: 1914-1918** and **Flashback**. There was also some news that SSI may be doing a **Ravenloft** game, which would be really choice!

The big news from **Three-Sixty Pacific** is that **Harpoon II** should be out this fall. The original garnered fans all over the world and put Three-Sixty on the map. Expect similar responses from this one. Three-Sixty is also moving into the Civil War with **Drums of Glory**, expected for release in 1994. We also saw the new version of **High Command** (reviewed in this issue), **V for Victory Gold•Juno•Sword** and **Victory at Sea**.



Naval thrills abound in **Three-Sixty Pacific's Victory at Sea**.

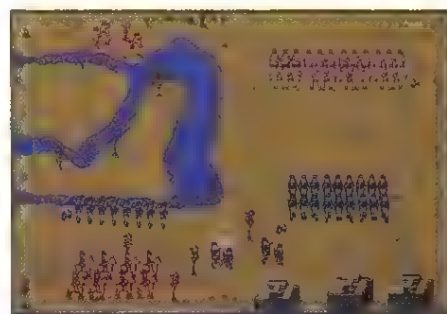
Rounding out the EA affiliates is newcomer **Twin Dolphin** who brought **Forgotten Castle: The Awakening**. This first-person RPG features ten levels of action and cool 3-D graphics.

Europress Software brought along a few new titles in **Paint and Create** and **Merlin's Math**. They also showed us the details on **BBC Gardener's World**, a productivity package created to help you design a better garden. There was information regarding the deal Europress recently signed with Davidson, giving the edutainment company the American distribution rights to the Europress **Fun School** titles.

With all the talk there has been on the latest **ID** title, **Doom**, coming out from **Formgen**, we'd be remiss if we didn't mention it here. Work continues on this game, and it should be ready for play later this year.

GameTek was also out in force at CES and had a number of new projects to talk about. The big news here is that GameTek recently purchased all of the rights to the computer software released by **Konami** and its affiliates including **Spirit of Discovery's** myriad titles like **Batman Returns** and **Beat the House**. Included in GameTek's strong PC lineup were **Tesseract for Windows** (converted from the **Inline Software** Mac product), **King's Table**, a board game based on the twilight of the Norse gods, **Ashes of Empire** and **The Humans Masochist Levels**, an add-on for the **Humans** puzzle game. Finally, GameTek did tell us that **Daemonsgate** is no longer a vaporware product; work on it is still progressing.

One of the strongest PC lineups at CES came from **Impressions** who announced a couple of new software lines as well as a few new titles. **Rules of Engagement 2** is reviewed in the issue you're holding now. Along the same genre lines are **When Two Worlds War** and **Global Domination**, a game similar to **Risk!** with lots of new graphics and animations thrown in. The success of **Air Bucks 1.2** has convinced them to develop **Detroit**, a game where you design, build and market your own line of cars. They also have **Edward Grabowski's The Blue and the Gray**, a Civil War sim. Those new software lines? Well, there's the **Cambridge Interactive** products, leading off with **My First World Atlas**, expected in August. There's also **Micro Mysteries**, a low-cost line of detective games (priced around \$20.00). The first in this line is **Crime City**.



The battle is joined across America in **The Blue and the Gray**.

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Inline Software (see Inline Design) was once a developer for the Macintosh, but they've expanded to include the PC in their, well, designs. Among the items they announced were the **Cogito Challenge**, a contest with two grand prizes of an \$8,000 computer package (gosh, can I win?). They also made mention of the fact that they recently hooked up with **Changeling Software** to distribute **Pax Imperia** for the Mac (reviewed in this ish), and **Dongleware** to release **Oxyd** in a non-shareware format.

Interplay has promised CD-ROMers a whole lot to cheer about in the last six months of 1993. Among the CDs coming are **The Lord of the Rings**, **SimCity**, **Deluxe Bridge with Omar Sharif**, **Mario Teaches Typing** and **Star Trek 25th Anniversary**, which will include the vocal talents of **William Shatner**, **Leonard Nimoy** and **DeForest Kelley**. There was a lot

from Interplay for the non-CD world as well; **The Lost Vikings**, a very cool puzzle game, and **Dungeon Master II** among them. Interplay also announced **Star Trek: Judgment Rites** and showed us a little bit of a third Star Trek game that just went into development. Of course, Interplay also had **Stonekeep**, which should prove to be one of the hottest dungeon titles ever created.



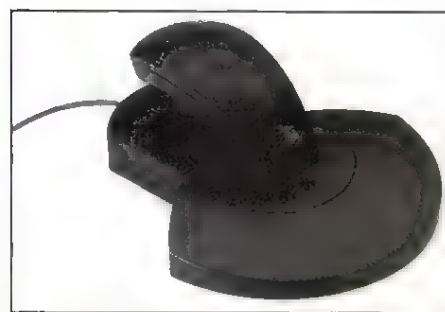
Stonekeep: everything you wanted in a dungeon and a whole lot more!

I•Motion was hanging out with Interplay, showing their work on **Alone in the Dark CD** and **Shadow of the Comet**. Like **AtD**, **Comet** features a story based on the works of **H. P. Lovecraft** and will contain

some truly gruesome monsters and scenes. Can't wait!

Koei brought along some new software, although fans of the company's game engines are going to have to wait for a little while to play any of them. Currently, the company is working on **Clan of the Grey Wolf**, also known as **Ghengis Khan II** and the third game in the **Romance of the 3 Kingdoms** series. There's also been some talk about Koei bringing out a new line of role-playing games next year.

Can you say innovative controller? Can you say **CyberMan**? No, it isn't a **Sony** product. Instead, it's the lat-



Logitech's **CyberMan** will change the way you play games!

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est innovation in mouse design from the wizards at **Logitech**. This mouse gives the user legitimate 3-D control with the ease of a mouse. Nothing like this has ever been done before, and Logitech is going to wow gamers with this breakthrough. It doesn't ship until October, so until then, the picture on this page is going to have to do.

As we expected, **LucasArts** was one of the strongest competitors for our attention. **Day of the Tentacle**, a simultaneous PC and PC CD-ROM release, features some very funny moments, great voice (on CD) and the entirety of the original **Maniac Mansion**. **The Dig**, which takes place five years ago, features some cool plot twists. On CD, **Rebel Assault** puts you in the cockpit of several Rebellion craft for an arcade-style shooter. If you're tired of playing as the Rebels, LucasArts has announced that **TIE Fighter**, the psuedo-sequel to **X-Wing**, will be out for Christmas. This game gives you the chance to do to the Rebels what they did to the Empire in **X-**

Wing. Finally, comic fans know of the duo of **Sam & Max**. **Steve Purcell's** insane vision of a canine detective and his hyperactive rabbit friend come to life in **Sam & Max Hit the Road**, releasing in the fall.

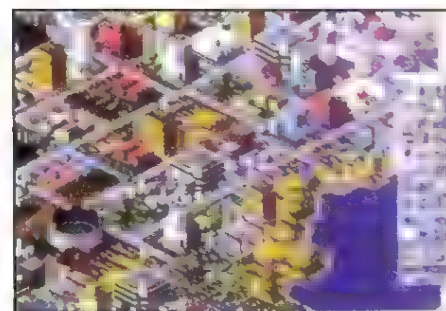


Sam & Max Hit the Road will hit store shelves very soon!

Over at **Mallard**, we got a closer look at **Lunar Command**, which we looked at even more in-depth on page 14 in this issue. We also saw the progress on **Air Traffic Controller** for the Macintosh. Speaking of controlling air traffic, we peeked at **Tower**, a game where you tell air-planes where to go and when. **Mallard** informed us of a top-secret pro-

ject that will be releasing some time next year. We're sworn to secrecy about the product for now, but you can bet that as soon as we can, we'll let you know it, too.

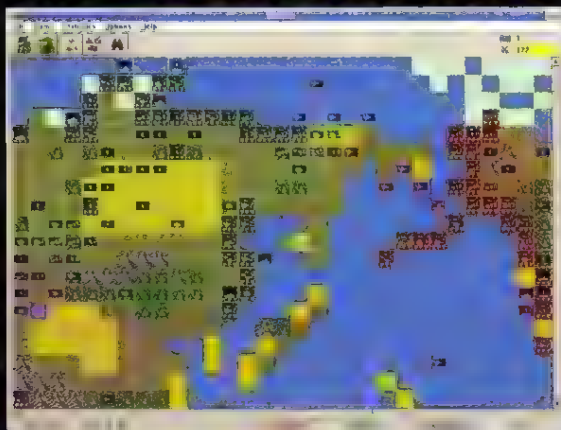
The Sim- series created by **Maxis** has been such a hit that two more titles are coming. **SimFarm** lets you reap what you sow quite literally. What's interesting here is that in the game, your farm and a nearby town benefit from each other's success, but compete for land. **SimCity** fans will be excited by the release of **SimCity 2000** which comes complete with a whole bunch of new features and new toys to play with.



SimCity 2000 will let you import your original **SimCity** and futurize it.

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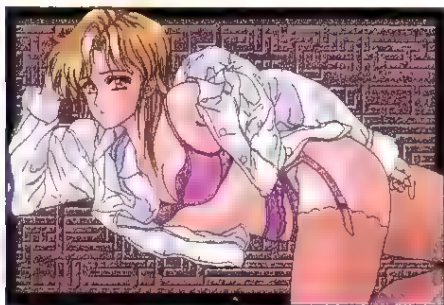


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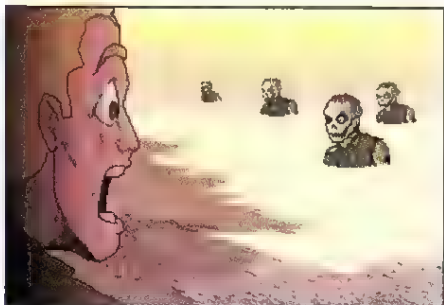
A Visit to Summer CES

Gamers who have wanted a different kind of action have been looking to **Megatech's Cobra Mission** for a blend of adventure and prurient interest. They are back to provide more cybernookie with a couple of products to be released this year. The first, **Metal & Lace: The Battle of the Robo Babes** features 21st Century gladiatorial (and other sorts of) action. **Dragon Knight III** is an RPG that offers players a steamier-than-usual quest.



Shake that cyberbooty with Megatech's **Metal & Lace**.

Merit Software had a strong group of games to show at CES, one of which we thought were killer at the January show. That game is **Kronolog: The Nazi Paradox**, in which you must travel back through time to prevent the Nazis from winning WWII and prevent a global ecological disaster at the same time. Once again, this game comes through with those having the most potential for a great story. We were also impressed with **Command Adventures Starship**, a multi-player exploration title. **Tom Landry Strategy Football** will soon have a new deluxe edition. Finally, in one of



Cartoon graphics and the unquiet dead combine in **Isle of the Dead**.

the most inventive games at the show, **Merit** brought **Isle of the Dead**. This game is filled with zombies, rescuable maidens, mad doctors, gore and cartoonish pictures.

MicroLeague Sports changed its corporate name to **MicroLeague Interactive Software**, indicating the company's move away from sports titles exclusively. However, sports fans need not fear; **MicroLeague** will continue to produce sports games like **QuarterPole**, a simulation that takes players to the track for some thoroughbred racing. In the non-sports area, **MicroLeague** is bringing **Sabre Team** and **Dateline 2021** out this year. Naturally, the non-sports games and sports games combine at **MicroLeague** with **Bloodbowl**. Monsters and mayhem on a sports field with the full endorsement of **Bloodbowl** board game creators **Games Workshop** should come together on the PC in the fall this year to please those looking for the ultimate in violent athletics.

As is often the case, **MicroProse** had one of the most extensive product lines at the show. There are a few that won't be around for a bit, but we got wind of a baker's dozen of games and revamps that made our meeting with **MicroProse** especially memorable. In the new lamps for old category come **Railroad Tycoon Deluxe**, which allows for expansion into Africa, Europe and South America, and **Pirates Gold** with several enhancements including speech. **MicroProse** is breaking into the sports category with **MPS Football**, which looks great. Fresh from the redo of **Railroad Tycoon**, **Sid Meier** is working on **Civil War** where you can play everything from one battle to the whole war. Submarines and the future meet in **Sub War 2050**, a game that will feature sub "dogfighting." Of course, no CES would be complete without a new **MicroProse** flight sim. Enter **Fleet Defender**, an F-14 Tomcat sim. And for meshing genres, look no further than **Bloodnet**, a cyberpunk adventure with vampires. Other ones to watch for are **Return of the Phantom**, **Master of Orion**,

Secret of the Seventh Labyrinth, **Dragonsphere**, **Fields of Glory: The Road to Waterloo** and **Dr. Floyd's Wacky Windows**. Of course, some of these products may be distributed by **Spectrum HoloByte**, since we got wind of a plan by **Spectrum** to enter a deal with **MicroProse**, putting some of their heavy hitters on the **MicroProse** board of directors.

The news at **New World Computing** centered around the release of **Darkside of Xeen** and the culmination of **World of Xeen**. The combination of **Clouds of Xeen** and **Darkside** produce one seamless world of adventure. There's been some talk about putting this combo out on CD, too, giving gamers all three different games and endings in one place.

Good news for CD-I users. **Philips Interactive** made several announcements at CES. One of the big ones is that **Paramount** has signed a deal with the company to release full-length movies for the home system. Other project in the works for CD-I including a project headed by **Todd Rundgren** of the music world. Look for **Nintendo** mainstays **Link** and **Zelda** to pop up on the system with **Link: The Faces of Evil**. There are also plans to bring **LucasArts' Rebel Assault** and **Brøderbund's Living Book Little Monster Goes to School** out for CD-I.

Mac gamers have been toying around with the impressive **Journeyman Project** from **Presto Studios** for some time now. Fortunately for PC players, the company has been working on a version of the game for MPC systems. Keep an eye out for this product in the near future.



Presto Studio's Journeyman Project will soon be released for PC CD-ROM.

Psygnosis brought a number of projects for both the PC and the Amiga. **Armour-Geddon**, available for the Amiga for quite awhile, will soon be out for the PC. We've talked about **Hired Guns** and **Walker** in these pages before, and both are still in the works, with **Hired Guns** hopefully available in September of this year. Other titles that Psygnosis is working on are **Combat Air Patrol**, an Amiga flight sim, **Arborea**, a military sim-style game that uses character psychology offering a unique challenge in team management, and **Innocent Until Caught**, an eight-way scrolling adventure.



Four characters provide a unique challenge in **Hired Guns**.

One of the most critically acclaimed companies is **QQP**, who told us of the new version of **The Perfect General**. The company is also planning a Windows version of **Solitaire's Journey**, one of the best card games ever produced for the PC. As far as new projects are concerned, QQP showed us some preliminary work on **World War II: Battles of the South Pacific**, a historical naval simulation. Also coming from QQP is **Red Crystal: The Seven Secrets of Life**, a role-playing game that will have the interesting touches and quality game play gamers expect from this company.

Over at **Reactor**, work continues on the PC version of **Spaceship Warlock**, the Mac CD **Screaming Metal**, the **Director's Cut** of **Virtual Valerie** and **Virtual Valerie 2**. In non-computer news, Reactor head honcho **Mike Saenz**, who used to work for **Marvel Comics** and **First Comics**, has announced that he's starting a new comic book line with a

character named **Donna Matrix**.

We've already mentioned the **Dragon's Lair** CD from **Ready Soft** and how it looks exactly like the arcade game when running on the **Reel Magic** card. But there was more than just **Dirk the Daring** at the **Ready Soft** booth. **Guy Spy** returns in **The Terror of the Deep**, which combines point-and-click gaming with computer-generated 3-D sequences. We also got a peek at **King's Ransom**, an adventure with over 1500 frames of animation. In addition, we saw **Positronic Bridge**, **Campaign II** and the **Campaign Mission Disk**, both from **Empire**, were also on hand. **Empire** had some mention of **Dreamweb** which should be out in November, and **CyberSpace**, a sci-fi role-player licensed from **Iron Crown Enterprises**.



Cyberpunk meets role-playing in **Empire's CyberSpace**.

Recreational Software Designs' Game•Maker allows users to make their own PC games with an easy-to-use engine. The company has recently created a new version (V1.04) that includes Sound Blaster music, auto repeat and the ability to retain character velocity in a game.

The CD-ROM market received a boost from model king **Revell-Monogram** with the **Power Modeler** series. While **European Racers** is currently the only title available in the series, three more are in the works. Planned by Christmas are **Backroad Racers**, featuring some mean street machines, **Hi-Tech Aircraft** with the latest in aviation, and **Dinosaurs**. Like **European Racers**, all three of these titles will come packed with a model and detailed instructions on CD.

Anyone looking for a really cool screen saver can thank **Road Scholar Software** for **Coaster**. This software puts you in the front car of some of the best actual rollercoasters from around the country. The company is working on some expansion disks for new coasters. If you've ever had a hankering for learning Spanish, you can check out **Road Scholar's Spanish Scholar for Windows**, which should be shipping as you read this.

While **Sierra** wasn't on the show floor, that doesn't mean that they didn't have a lot to talk about. First off, **The Sierra Network** has signed a few deals including one that will bring the classic board game **Stratego** to modem. As TSN players will know, **Shadow of Yserbius** is a great role-player. **Sierra** will be bringing out a non-modem version that will have everything except the end game in the box. To finish, you need to go on-line. Other ones to watch for are the **King's Quest VI CD**, **Police Quest IV** and **Quest for Glory IV**. **Gabriel Knight** is a brand-new series with a tough-and-gritty look to it. From Europe, **Sierra** is bringing over **Goblins 3** (with only one goblin this time) and **Inca 2**, both from **Cocktel Vision**.

Along with **Sierra** came **Dynamix**, who hosted a party at the **Chicago Museum of Science and Industry**. Why? To announce the work on **Graue Wölfe** (Grey Wolf), a WWII era submarine (yep, more subs) sim. For **Incredible Machine** fans, **Dynamix** is bringing out **Even More Incredible Machine** with a bunch of new puzzles and about a dozen new tools. **Incredible Toons** puts a cartoon spin on **Machine** with some wild results. Sports fans can look for **Front Page Sports Football Pro** which is a significant update to one of the best gridiron sims ever produced. For pilots, **Aces of the Pacific** becomes **Aces Over Europe**. **Dynamix** also showed **Pinball for Windows** which has boards inspired by classic **Dynamix** games. We also got a chance to meet **Raymond Feist**, the author of the **Riftwar Saga**, from which **Dynamix** got

A Visit to Summer CES

the inspiration for **Betrayal at Kron-dor**. Not only is Mr. Feist a great writer, he also knows his games. The series of books comes highly recommended, so look for 'em.

We got our wires crossed at CES thanks to **Silver Sun's Crosswire**. This title is set up like a game show and includes category questions where you match items on one side of the screen with those on the other side. It's addictive and it's hard, and it's available right now.

While much of the talk at the **Sir-Tech** booth concerned the release of **Realms of Arkania: Blade of Destiny**, we had a chance to find out a little bit more on the game with a thousand names, **Jagged Alliance**. This strategy RPG has a great storyline and looks to have an easy interface to provide a lot in the way of player satisfaction. To jump back a second to those **Realms of Arkania**, there will be more games in the series.



Sir-Tech's **Jagged Alliance** combines role-playing and military savvy.

Software Sorcery made some waves with **Jutland** both for PC CD-ROM and PC. The next title coming from this company keeps the nautical theme. **Aegis: Guardian of the Fleet** has some truly stunning graphics. In fact, much of the game play looks like it belongs in the introduction of the game. It's very pretty stuff. Software Sorcery mentioned that it's also toying around with **Dead Zone, Jr.**, an outer space adventure game and **Fantasy Fiefdom**, an RPG. If these two look anything like **Aegis** does, a lot of companies out there are going to have to watch out!

Software Toolworks brought so many products to Summer CES, it's hard to keep track of them all. Tucked among them were some new PC products like **Star Wars Chess**, which uses art, footage and characters from the trilogy of movies. **Mario is Missing!** players can expect the **City Disk** with ten new towns to be released soon. Also coming is **Game Pack III**, which includes games from a variety of publishers. On CD-ROM, look for **The Guinness Multimedia Disc of Records 1993**, **World Atlas Version 4**, **U.S. Atlas Version 3**, **Space Shuttle** and **Oceans Below**.

We've been really hot on **Tornado**, coming soon from **Spectrum HoloByte**, for good reason. It looks like it could be one of the best flight simulators ever created, and it has an extremely simple mission builder/flight planner. But there was more than just **Tornado** at **Spectrum's** booth. Among the products we saw were **MiG-29** and **Warthog A-10**, two new expansion disks for **Falcon 3.0**. **Iron Helix**, the Macintosh CD-ROM project, was also out in force. Sports gamers will enjoy **David Robinson NBA Action** and **Joe Montana NFL Football**, both on the way. And, of course, **Spectrum** talked about **Star Trek: The Next Generation**, and even brought along **Marina Sirtis** (Counsellor Troi) from the show for an autograph signing.



Join Picard and crew aboard the **Enterprise** with **Spectrum HoloByte's ST: TNG**.

For those who can't get enough of flight simulation, **Thalion Publishing** presents **A320 Airbus**, a sim based on the commercial airliner. The United States version of the game will include over 200 airports

from around the country. This sim is designed to be as close to the real thing as possible, so if you've got the urge for flight, keep an eye out for this one.

Villa Crespo not only launched new titles, but whole new directions at CES. For the younger set, there's the **Cookie Break** series; edutainment titles like **Adventure Math** and **Flags of Every Nation**. For the business types, there's the **Home & Office Essentials** line of low-cost titles. And for the spiritually minded, **Villa Crespo** has worked out a deal with renowned fortune teller **Rosemary West** to make **Rosemary West's House of Fortunes**, featuring Astrology, Crystal Ball gazing, I Ching readings, Tarot and Numerology.

For some people, games should be so filled with adventure and action that it takes months to complete them. For them, we present **Jackal** from **Viper**, a futuristic RPG that claims over 5,000 rooms and over 250 hours of play. In this game, virtually everything you see is digitized, with only 5% of the graphics hand-drawn.

Finally, **Virgin Games** showed us the work they've done on **Kyrandia 2** and **Lands of Lore**, both of which look excellent. **Lands** has some gorgeous graphic touches that have to be seen to be believed. We also found out the **Indy 500** creator **Papyrus** has signed with **Virgin** for the new **Indy Car Racing**. We got a chance to test this out, and it plays like a dream. Expect **Virgin** to capitalize on the success of **The 7th Guest** with **The 11th Hour**, **Trilobyte's** CD-ROM sequel. Other **Virgin** titles coming soon are **Under a Steel Sky**, **Dune CD-ROM**, **Conspiracy**, and **G-Force**.

Summer CES is an exciting time, and there's so much to see and do. With only four days, it's tough to keep track of it all. We'll flesh out the details we've given here in months to come. For now, we leave you with the thoughts of our three reviewers as they look back on the things that impressed them the most from everything at Summer CES.

When I go to CES, I expect to see a lot of games. It is inevitable that some of these games will stand out in my mind, while others will probably be forgotten, at least until we receive a beta or finished game somewhere down the line, for further coverage. When you consider the sheer quantity of games that we are expected to absorb in the couple of days during which the CES takes place, it is somewhat amazing that we can remember which game was what, let alone form actual opinions. To make it even rougher, we seldom get to actually play the games; usually we are restricted to a description and a couple of glimpses of what the graphics might eventually look like. I, for one, have a great deal of difficulty judging a game from such limited contact, but some games did catch my eye. It should be noted that these are simply the games that most caught my attention and that I thought that I would most like to play. Whether that turns out to be the case will be discovered sometime in the future.

Anyone who regularly reads the magazine should know that my area of "expertise" lies within the strategy/conquest and role-playing genres. This is where I feel most at home, and those are the type of games that I tend to enjoy playing the most. Thus, most of the games that I selected fall into these categories. After all, one must be true to oneself!

Last CES, in Vegas, I missed the big unveiling ceremony for Interplay in which they showed Stonekeep for the first time. Hearing about it from Steve had me eagerly anticipating my first chance to view this game. Now I have, and I must admit, it does not appear that he was exaggerating much. From a pure graphics standpoint, it may well have been one of the nicest-looking pieces of software that I saw. Followers of my reviews will know what I generally say about that. It is no less true here, but with good game play, the graphics will very likely make this game stand out from the others when it does come out. Also, with

the large number of Ultima Underworld-style games coming out, the crisp game screens and animation may be what Stonekeep needs to stand apart.

Another really nice looking RPG was Lands of Lore: The Throne of Chaos from Virgin Games. This one, however, did not look like it was relying solely on flash to catch people's attention. Watching the game being demoed, I was enthralled. I wanted to get my hands on this game to see if it played as good as it looked.

MicroProse generally has a big selection of quality games, and this time was no different. The one that caught my eye the most was a game called Bloodnet. Combine a society of vampires with the concept of cyberspace decking in the distant future, and this is the game that you get. I do not know how good it will be, but the concept intrigues me.

I love role-playing, but my secret passion is a really good conquest game. I was glad to find several very good looking products of this category in the works from various companies. Sir-Tech took somewhat of a leap in a different direction by producing a game called Jagged Alliance. This game has it all, from an interesting storyline to good graphics to what looks like a highly playable game engine. Even better, it combines aspects of strategy and role-playing to give the player the best of both worlds.

If you like space exploration and conquest games like I do, you will want to keep an eye out for one of Merit Software's future releases, Command Adventures: Starship. I could not get a good idea of how the game is played from the demo that was running, but what I saw made me want to see more. It has everything a game of this type needs, from exploration to alien life forms and combat, both on the surface of the planet and ship-to-ship. There are also supposed to be thousands of missions (if you can believe that).

SSI has been very consistent in bringing out games that I enjoy. This CES indicated to me that this probably will not change, as there were

two games from them that I wanted to mention. The first, D & D Stronghold has already received some coverage from us in the form of a preview a couple of months ago. I liked the game a lot even back then. Now, I got to see the product a little further along, and while I did not notice any dramatic changes, the little tweaks that have been added made me like the game even more. This is one that I already know I would like for my personal game library at home.

The other program by SSI that I would not might getting my hands on is D & D Fantasy Empires. Take the conquest action of Cyber Empires, throw it into the realm of fantasy (backed by the famous TSR license) and you have the potential for a great game.

Alone in the Dark was a Golden Triad winner not long after the last Winter CES. It looks like I•Motion is trying for another with the sequel. For those of you who missed the original, the second game brings back the same eye-popping virtual reality-style polygon graphics and the same fast-paced action. Based in the horror-spawned world of H.P. Lovecraft, this one is likely to give you thrills and chills.

Another high-energy action game that I saw at the show is The Terminator 2029: Rampage. The running demo that we saw gave me the same run around and shoot-'em-up feel as I got from Wolfenstein 3D. However, Bethesda designed their game with some really nice graphic stylings which truly seem to capture the ominous feel of the man vs. machine world of The Terminator.

Legend did pretty well for itself not too long ago with the release of the highly amusing Eric the Unready. Now they are shooting for the same kind of response, if not better, with the adventure game Companions of Xanth. Based on the characters and world of the well-known fantasy writer Piers Anthony, this games promises to be just as entertaining as Eric. In order to try to expand their following, Legend has also completely revamped their interface for this one.

-Alex

A Visit to Summer CES

Well another year has gone by and we're pooped, or at least I am. CES is one of the most exciting and tiring places I know of. We only have enough space this year to name only ten games, so it was extra hard for me to pick which ones to name, but here it goes. Just because a game is not mentioned in this article, it does not mean it was not worth mentioning; it just means there was not enough space!

The game that I was most impressed with comes from a company that is not very well known, but makes good quality products. It is Tower by Mallard Software. If you like flight simulators, then you must try this simulation! With Tower, you control the incoming and outgoing planes. You even control emergency situations! "Big deal," you may say. Well, how about the fact that this program can be 100% voice activated! You tell the planes what to do, not just with two words, but as many as needed! I also have to mention that all the graphics are digitized from real airports, down to every plane!

Second place would have to be a game from none other than Dynamix, called Graue Wölfe, or Grey Wolf in English. Remember Silent Service by MicroProse? Well, after this game hits the market, it will be just that, a memory of a good, but old game. This game uses the same type of engine as Aces of the Pacific and Aces Over Europe. When you look through the periscope, you will actually see the waves rolling up and down, and believe me, if you look long enough you may even get seasick! You will not believe the graphics, and the ships that sink plunge into the sea with an outstanding display that is extremely realistic.

Number three comes from another company that most people don't

really hear about—Indy Car Racing from Papyrus! Finally, the sequel to Indy 500 is here. Now, there will not only be the Indianapolis 500 race track, but many more! All of the teams and cars have been licensed, so all of the Indy cars have the actual sponsors of their real-life counterparts. The game play is just as good if not better than the original, and you will have to see the crash scenes to believe them! There are also many new camera angles, somewhere in the neighborhood of 32.

Number four is another upgrade from one of my all-time favorite games. It comes from Microsoft. Microsoft's Flight Simulator 5.0 will be here in the summer. You will be in for a big surprise when you load it up for the first time and see the improved graphics, which include real digitized pictures of the dash. Even the scenery has been dramatically improved. You will see lush, green forests. The clouds have also been improved; it now looks like you are flying through them—the screen just doesn't turn white any more. Check it out!

The fifth game is one from LucasArts. X-Wing gets better with a new CD-ROM product called Rebel Assault! It is more of an action game, but there are real digitized scenes from the Star Wars movies in it. For example, when you fight against the Imperial Walkers, you actually see digitized pictures from The Empire Strikes Back. This is a very cool game, and one worth watching for.

MicroProse takes up slots six and seven. Number six is Pirate's Gold. You may remember the original game called Pirates. It came out on the Commodore 64 some years back. Now, this all new version has some great graphics and sound, and a lot more places to go. If you have ever wondered what it would be like to be a swashbuckling pirate way back in history, here is your chance!

Number seven is called Fleet Defender! First, there was F-15 Strike Eagle III where you flew an F-15, but now you can try your luck with an F-14 Tomcat! The primary mission of an F-14 is air combat defense! That means mostly carrier-based missions. Yes, this program promises to have one of the best and most realistic carrier landings in a flying game. Not only will you have to call the ball at 3/4 of a mile, there will be crash nets and everything else. It must be noted that I did not see any of the actual game play, but the descriptions sound incredible!

Were up to number eight, and it is Command Adventures: Starship by Merit Software. Explore the universe with thousands of intergalactic missions. You can even play with a friend via modem, or serial link. The graphics and sound must be seen to be believed!

Number nine is Star Trek: The Next Generation, by Spectrum Holobyte. I am a huge Trekker, and it is no surprise that this is on my list, and it looks great. You will be able to travel the stars solving mysteries. While they only had a small portion of the game running at CES, the word is that you will not be limited from mission to mission; you will actually be able to go to almost any star system that you can see. There will be digitized sounds from the T.V. show, and the characters are faithful to the series.

Last but not least, there is Kyran-dia 2 by Virgin games. I did the strategy guide for the first one, and played it all the way through and loved it! Now, it is back, and this time you don't play as Brandon. Who do you play as? Well, I am not going to spoil the surprise for you. The graphics are outstanding and the animation looks like it has been improved, so for all you adventurers out there, keep an eye open. This wraps up my wrap-up. Be ready for more titles to be released throughout the year!

-Rick

When you go to anything the size and scope of Summer CES, you see a lot of products and speculate on the things you think are going to be cool. It's hard enough to try and pare this down to two dozen of the best, let alone ten. With that in mind, I'll do my best to inform you of what I liked the best and why. These aren't in any particular order. It would be infinitely more difficult to qualify a list such as this into rankings.

First of all, the most impressive piece of hardware at Summer CES was the E-Motions Reel Magic card. CD-ROM has needed a card like this, and from what I saw, the support from the industry is available. I hope that the CD-ROM producers out there take a long, hard look at this card and support it. While it's still too early to make any bold predictions on what this card will do for the industry, it very well could become the Sound Blaster of multimedia boards. I hope so. It's that impressive.

Sub games were a big item at CES, but the best one, at least from first impressions is Graue Wölfe from Dynamix. First of all, it uses the same interface as the Aces of the Pacific/Over Europe games, making it very easy to get right into. Second, the graphics are absolutely phenomenal. The first time I saw it, the wave motion looked so good I figured I hadn't seen it correctly. I looked again, and I was right the first time. The waves that lap against the periscope are rounded and fluid with no break-up. It's stunning stuff. If the missions are anything like those in Dynamix's flight simulators, this will be a tough one for others to beat.

It's been pretty well documented that I'm a big fan of the old Rainbird game Elite. This is a big reason why I'm looking forward to Origin's Privateer. The Wing Commander engine is a great one, and the look of the game is great, too. Throw in the chance to trade and turn pirate, and

you've got something potentially very cool. This has the foundation to become my favorite game if Origin pulls it off as well as they should.

Business simulations are becoming a whole new genre of games, and of all of them, the one I like the best was Impressions' Detroit. I don't know a lot about cars, but I would like to try my hand at designing my own. While any game could let you build your own set of wheels, the ability to market and sell it to waiting consumers is very intriguing. Air Bucks was good, but I think Detroit is going to do it one better. With the solid support Impressions has shown consumers, anyone who chooses this game has made a very wise choice, indeed.

Last show, I was knocked flat by the demonstration I saw of Interplay's Stonekeep. This show was no different; the game still amazes me. Of all of the first-person 3-D games at CES, this one looked the best. Normally, I don't like the digitized look for a game, but it works in Stonekeep. The monsters look scary, the dungeon walls look uninviting, and the whole thing moves so fast, you'll be tempted into thinking it's actually real life. Stonekeep is going to be a new standard for both first-person perspective 3-D and RPG's.

Bethesda Softworks had one of the most impressive showings taken as a whole by any company at CES. Of the titles Bethesda showed, the most impressive was Delta-V, a futuristic flight simulator. The graphics are capture-the-imagination quality. I like flight sims, but I love flight sims that take place in the future. Delta-V is this, and it's one of the best I've ever seen. If this is what Bethesda's games are going to look like from here on out, they are by far the most improved software house in the last few years.

Oh, I like it when there's quality gore in a game, and quality killing abounds in Isle of the Dead from

Merit Software. I love the cartoonish look to the game; the characters look right, but not exactly right. Normally, that would probably bother me, but in Isle, it works. I also enjoy a good horror game, and anything that gives you lots of cartoon zombies to waste is great in my book. It may be the closest I'll come to playing Evil Dead 2 on the PC.

CD-ROM got a huge boost thanks to Brøderbund's Myst. The graphics are truly wonderful pieces of art, and there are loads of different pictures in the game. The story is semi-standard; you get sucked into a magical world through a book. Once there, you must set things aright. Well, the story may be standard, but when it looks as good as this world does, my bags are always packed and ready.

Racing games are usually not my forte, but I'll change my mind for Papyrus Design's Indy Car Racing, being released by Virgin. It looks great, and the few minutes I got to toy around with it showed me that it plays as good as it looks. The ability to link up to sixteen computers at once and race against over a dozen people adds another plus to a game that's already a winner. There have been some good racing games, but what I've seen and played of Indy Car Racing leaves the rest choking in the dust.

Software Sorcery's Aegis: Guardian of the Fleet was perhaps the most graphically amazing piece of work, behind Myst. The actual game play of this title puts intros of other games to shame. Naval sims seem to be hot right now, and Aegis is one of the best and certainly the best of the CD-ROM ones. Aegis is also interesting in that it will also come out on disk for the non-CD users. Don't pass this one up.

And that's ten products, although I could rattle off another ten without batting an eyelash. I had a great time, and I can't wait to see what's coming at the next show! **-Steve**

CGR'S READER SURVEY

LET CGR KNOW WHO YOU ARE! FILL OUT THIS SURVEY AND MAIL IN TODAY

Send to: CGR Reader Survey, 1930 Highland Avenue, Suite 222, Lombard, IL 60148

1. How old are you?
 - a. under 16
 - b. 17-21
 - c. 22-29
 - d. over 30
2. Are you:
 - a. male
 - b. female
3. Which computers do you own?
 - a. Amiga
 - b. Apple
 - c. Atari
 - d. IBM/compatible
 - e. Macintosh
 - f. other
4. How many computer games do you own?
 - a. less than 5
 - b. 6-10
 - c. 11-15
 - d. 16-24
 - e. 25-35
 - f. over 35
5. On the average, how many games do you buy each year?
 - a. 1 or 2
 - b. 3 to 5
 - c. 6 to 10
 - d. more than 10
6. Which types of games do you play frequently?
 - a. Action/Adventure
 - b. Simulations
 - c. RPG's
 - d. Puzzle/Board/Gambling
7. Do you participate in Play-by-Mail games?
 - a. Yes
 - b. No
8. Do you plan to participate in Play-by-Mail games?
 - a. Yes
 - b. No
9. Do you plan to purchase a CD-ROM system?
 - a. Yes
 - b. No
10. Do you own a CD-ROM drive?
 - a. Yes
 - b. No
11. What kind of PC do you own?
 - a. 286
 - b. 386
 - c. 486
 - d. Other
12. What is the speed of your PC?
 - a. 20 mhz
 - b. 25mhz
 - c. 33 mhz
 - d. 50 mhz
 - e. 60 mhz
 - f. Other
13. Are you planning to by any of these accessories?
 - a. Sound board
 - b. Joystick
 - c. Flight yoke
 - d. Speakers
14. Would you rent a CD video game system before buying one?
 - a. Yes
 - b. No
15. Would you rent a CD video games before buying them?
 - a. Yes
 - b. No
16. Which of these helps you best decide which games to buy?
 - a. Ads on TV
 - b. Magazine articles
 - c. Word of mouth/friends
 - d. Game rentals
 - e. Arcades
 - f. Seeing games in stores
 - g. Other
17. What is your annual income?
 - a. \$19,000 or less
 - b. \$20,000 - \$29,000
 - c. \$30,000 - \$39,000
 - d. \$40,000 - \$49,000
 - e. \$50,000 or more
18. Do you play modem games?
 - a. Yes
 - b. No
19. Do you purchase children's or educational software for your or your friend's children?
 - a. Yes
 - b. No
20. If yes, how many education or children's games do you purchase annually?
 - a. 1-3
 - b. 4-6
 - c. 7-10
 - d. 11-15
 - e. more than 15
21. What percentage of your hard drive is dedicated to electronic entertainment?
 - a. less than 10%
 - b. 11% - 20%
 - c. 21% - 30%
 - d. 31% - 40%
 - e. 41% - 50%
 - f. more than 50%

Contest Results

A few months ago, we ran a contest for readers to send in their reviews of games they had bought. The only rule was that the reviews had to be around the same length as those we print in **CGR**. We have combed through the entrants and picked the ones we thought were the best. Here they are. . .

The Dagger of Amon Ra has great sound and graphics and sets an intriguing tale of the Roaring Twenties based on a series of bizarre murders in a locked museum. I was expecting a great mystery, but it was not to be. R-rated silliness and inside jokes made this game seem more like Leisure Suit Larry Meets The Killer Tomato than a murder mystery. The plot has enough holes to sink the Titanic. Even worse, the end game gave me no opportunity to nail the murderer by logical deduction as a result of the dozens of hours I spent interviewing suspects and collecting evidence. Sierra owes their customers better! **-John**

When I bought my computer three years ago, it was to accommodate the new adventure games. When FormGen and Id released Wolfenstein: Spear of Destiny, I looked at the great box cover and bought the game, not knowing much about what was going to be inside. When I loaded that game in, the AWE-SOME 3-D graphics and digitized music set in and blew me away. The quote was wrong; the wrapping on this package was just as good as the inside! From the screaming of the guards and the roaring of the guns to the bloody remains of the mutants and the texture of the walls, this game is number one! **-Ron**

The winners are: John Baumgartner of Irvine, CA for the review of Dagger of Amon Ra; Ronjohn Ayers of Farmington, NY for the review of Spear of Destiny; Idan Ginsburg of Lawrence, KS for the review of Wing Commander II; and Chris Voigt of Wilmington, DE for the review of F117A. Thanks to all who entered.

You have been exiled, dishonored and ridiculed for a crime you have not committed. Earth's great warriors are failing, traitors abound, justice is crumbling, alien invasion is about to take place and it is up to you to set right what went wrong. You are about to take part in a game of monumental proportions that is unlike anything created before, and you cannot go back now that you have entered the Vengeance of the Kilrathi! Origin's Wing Commander II offers superb graphics, beautiful music, exhilarating action and an enthralling story line. It is a magnificent epic that will keep you riveted for many starry nights. **-Idan**

You feel like you are in the cockpit sneaking through the most high-tech defenses in the world in F117A Stealth Fighter. As you fly into the night, you stare at your radar, sweating and waiting as the ping of the enemy tracking follows your plane. Then, on your HUD, a bridge appears. At 50 km, you open your weapons bay, still closing on the target. At 10, the target lines converge and you release your missile. Over the bridge, you bank, only to be picked up by enemy radar. Thought getting here was hard? You still have to get back home! With F-117A, you will know how it feels to truly own the night. **-Chris**

Our April Fool's contest garnered some very interesting responses. Some of the ones that were the most amusing were the Child Support page on Bicycle Adventure (nope, it's a real product), the Review of Click-Clack (nope, it's also a real product), the ad that appeared on page 53 (nope, that's a real advertisement) and the letter concerning rudder pedals on page 10 (nope, that was a real letter). The correct answer was the Best of the Rest review of Minesweeper (comes with Windows for free!). The first five entrants with the right answers were Will Harbin of Rome, GA (right to the point on his entry); Jack Welch of Lakeland, FL (who said "[it's] obviously a joke or [it] should be!"); Tom Falcione of Allison Park, PA (who commented "Windows free! What a deal!"); Khoa Vuong of San Jose, CA (another one right to the point); and Doug Utley of Great Lakes, IL (who said "[Minesweeper] is worth \$5.03 more [than \$74.98].") We'll do it again next April.

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Behind the Scenes of *Dracula Unleashed*

While it can be very interesting to look at the development of an computer game, the video creations made by ICOM are doubly interesting because they use actual actors and real sets. Visiting the scene of the filming is like taking a trip to a movie studio. Because *Dracula Unleashed* provided new challenges for ICOM, we took a trip to visit them and get the low-down on what went into the making of this CD-ROM game.



Dracula Unleashed Producer David Marsh talks about his latest project.



Mike Plant directed the video footage of the new ICOM game.

David Marsh, the producer of *Dracula Unleashed*, talked about the differences between this project and previous ICOM live-video games. "With *Dracula*, we used what we learned in adventure games [like *Shadowgate*] and the video skills we used in the *Sherlock* games," Marsh told us.

To improve the look of the video footage in *Dracula*, a lot of time and effort went into matching the set



An actor gets the finishing touches on his makeup before filming a scene.

scenery with the lighting and the costumes of the different characters. By matching cool and warm tones and controlling certain colors in each scene, a wider spectrum of colors was available, making both the characters and the background appear more vibrant and realistic.

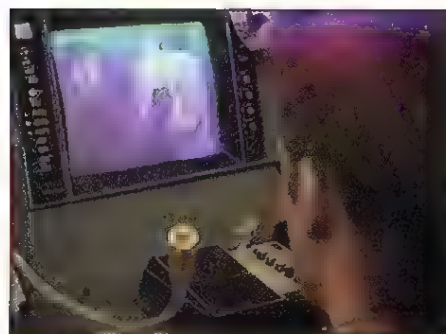
Dracula Unleashed starts about ten years after the conclusion of Bram Stoker's book. This gives the player of *Dracula Unleashed* a new story while using the familiar characters from the book and movies.

While the player will interact with people like Dr. Van Helsing and Renfield, he or she will play as a newcomer to the *Dracula* scene, Alexander Morris, brother of Quincey Morris, the man who killed Count Dracula in Stoker's novel. It's his job to investigate the rash of killings plaguing London.

Since each scene has multiple versions, it is possible to reach the end of the game by a different path



Plant and the actors work to get the scene just right before going to film.



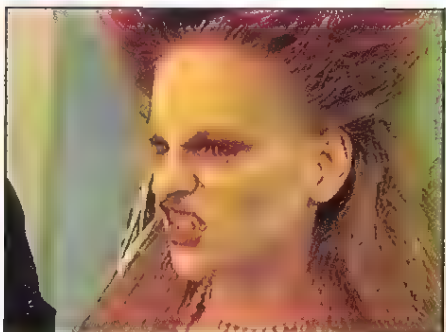
Plant watches a scene progress from the control room.

and see a different ending. "It's sort of like a 'Choose Your Own Adventure' with video," Marsh said. Players pick where they want to go, and depending on what they have done and the items they have, the scene will unfold. The characters in the game follow a daily schedule, so visiting Van Helsing's office at midnight will usually be a dead end.

To bring *Dracula Unleashed* to the computer, 150 different scenes and variations of scenes were filmed. There are 96 minutes of footage included. 43 different actors were used for the parts in the filming on 25 different sets in 13 game locations. Another big change from *Sherlock Holmes* is that there are some scenes with many characters on screen at the same time.

"It took us about ten months to get to the actual filming," said Marsh. After seeing the script, we can see why. Each scene needed to be scripted out in detail, and the final script was several hundred pages long, each page containing stage directions, dialog or filming instructions and each variant scene had to be fully scripted as well.

Look for *Dracula* to be unleashed by ICOM in the very near future.



Before going on camera, a vampiress makes a final check in the mirror.

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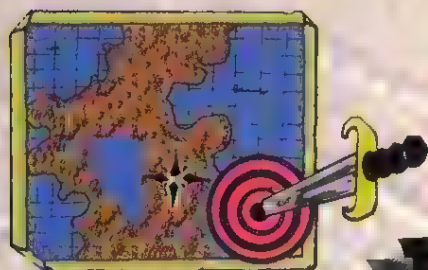


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CGR STRATEGY

Darkside OF XEEN

by
New World Computing

Having exhausted all other options and with but one hope remaining, the Dragon Pharaoh released his winged friend into the night air. With luck, perhaps the orb, along with the tale of their plight, would reach someone who could help. The evil that was named Almar was not about to let such a thing happen, however. He sent a bolt of lethal energy soaring across the starlit sky over Xeen to strike down the hapless messenger and send the orb plummeting down into darkness.

Thus did the sphere, by fate or fortune, arrive in the possession of a mighty band of adventurers. And recognizing the object as a distant call to their destinies, they did gather it up and prepare themselves for a most grand adventure. Striding forth, they pierced the shroud of temerity which separates the ordinary man or woman from those who would go on to become heroes and legends and soon arrived in Castleview. Here is where they would seek out the first thread to help them to unravel the daunting mystery ahead of them. With the favor of the gods, they would be up to the task.

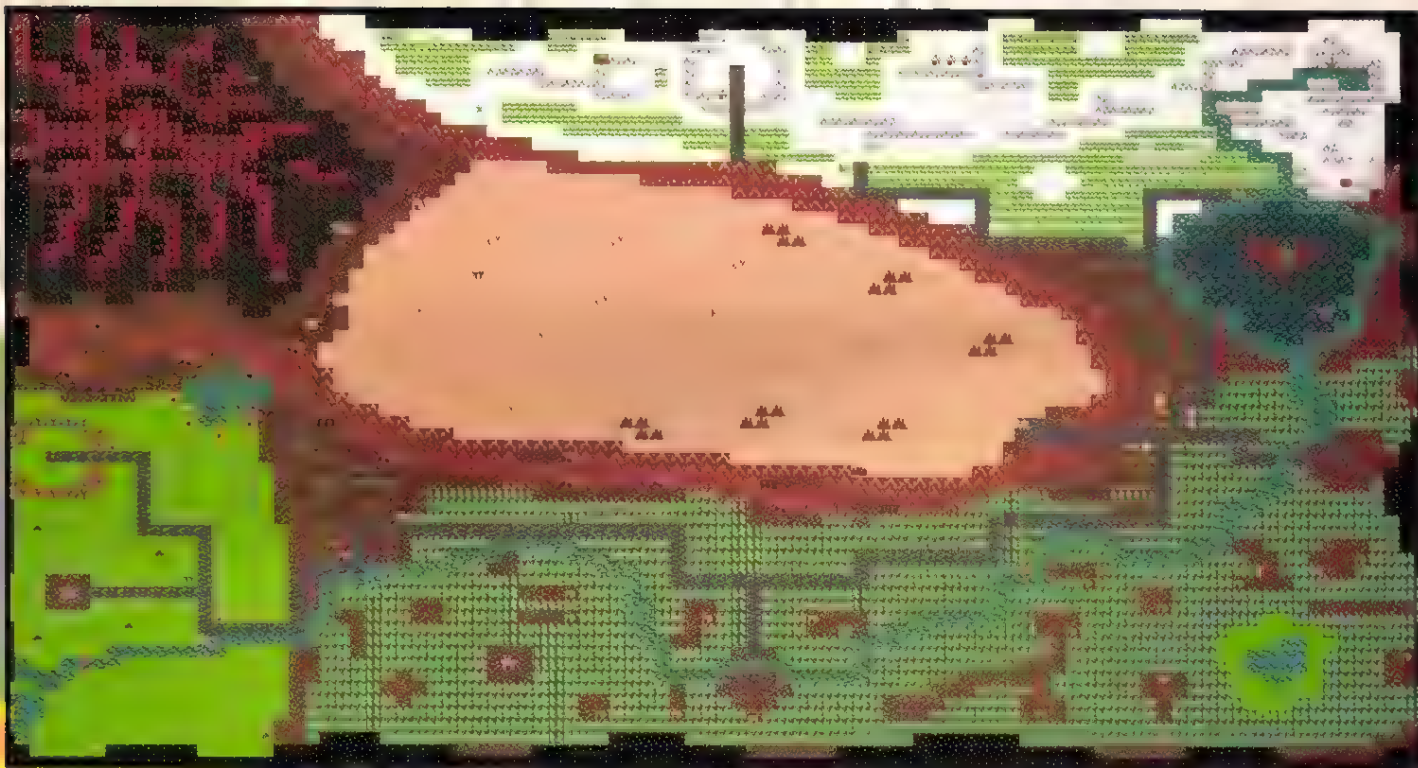
General Notes

Besides the towns, dungeons and towers, there are also a number of other features which dot the landscape of the Darkside of Xeen. Many of these do not have a direct effect on your quest, but most of them are well worth visiting anyway.

Here and there, you will find gaudily-colored tents which easily stand out from their somewhat less brightly colored surroundings. These circus rejects can be found in towns as well as in the wilderness, but there is some evidence which points to the outdoor variation being of the same species as the more domestic. It is by no means required that you visit each of these flimsy canvas creations, but to discount them completely is a huge mistake. For the most part, there are one of two things that you can expect to find within. First, many tents contain people that are in some form of distress and would gladly reward you in the form of experience, gold or some other important item for your aid. Other tents might hold individuals

When you first arrive in Castleview, you will be relatively weak. However, you should still be able to handle the individual gremlins which are wandering around. If you want to enlist party members other than those that you start with, follow the path south through the gate and into the first door on the left. This is the tavern where you can create your own characters. If you intend to do this, it is best to do it immediately. Your first priority in equipping your characters is getting missile weapons for all of your warrior-classed characters. Basically, this includes just about anyone except a cleric or sorderer. Everyone else should be able to use some type of bow. The reasoning behind getting bows is this: if you are able to kill your opponents from a distance without ever engaging them, then you can avoid injury while still getting the benefits of beating them. In the case of creatures that have their own distance attacks, you are usually better off closing quickly in order to defeat them in hand-to-hand where you do more damage. Unfortunately, you probably will not be able to buy as many bows as you need from the smithy, but with luck you may find some along the way. The store's inventory does change now and then, so you can keep coming back and checking.

There are a couple of ways for you to get a little experience without having to take on anything too tough. On the east side of town in one of the buildings, you will be able to take the Cartographer's Challenge. With the use of your map, you should be able to answer his question easily. In the southwest corner, there is an area with a bunch of trees, a tent and three doors. In the rooms flanking the tent are two puzzles. In one



room you have to close all of the chests, and in the other, you have to open them all. The set with the numbers written on them simply needs to be done in numerical order. The other group of chests must be dealt with in an order which spells a word. If this sounds like finding a needle in a haystack, think of something that might help you do just that.

Just to the north of this area is Jasper, a map expert who supposedly has been wrongfully imprisoned. If you have spoken to his brother, then you have already been asked to free him. Guilty or not, you will benefit from freeing him.

If you have thoroughly explored the northeast section of town, then you have probably already spoken to Nadia. Getting her necklace back from the sewer should be your next priority. The sewers are inhabited solely by large rats and slugs, so if you are up to handling them, you will do fine. You can also receive a quest to slay the Rat Queen from the hermit living down there. If you get in trouble leave, get healed and come back, any creatures that you have slain will remain dead. When you have completed clearing out the sewers, collect your rewards, and go to the trainers to get any additional

levels that you can. Then you should be ready to take on the Gremlin plague that has infested Castlevew.

At this point, you have gotten your feet wet, gone up a couple of levels and experienced a taste of the task before you. Now it is time to get down to business. The key that Nadia gave you will get you into the tower to see Ellinger. His helpfulness is severely limited. By obtaining energy disks for him, he is able to restore the Queen's castle at five disks per level. You will get these disks during or at the completion of different missions. The first ones you should have gotten from Gettlewraith when you beat on his flunkies. You can also get a couple others from the barbarian leader who is along the mountains northeast of Castlevew. Just east of the town, you can find a monkeydog with a certain fondness for a particular type of melon which grows across the river. There are a couple of methods to ford the river. A jump spell will get you across. If all of your party have the swimming skill, you will be able to get across. Or, you can get to the other side via one of the sewer's alternate exits. Take the melons back, and he will tell you to go to the Temple of Bark.

who will teach you valuable skills, for a price.

There is an old saying in Xeen, "You can lead a band of adventurers to the magical well, but you cannot make them chug the bucket." If you know what is good for you, you will put aside the healthy paranoia that commonly keeps your party members alive and drink deeply from the wells that you find scattered about the countryside. The same holds true for praying at the shrines that you run across. Below is a list of benefits you can get from doing this:

A1 (X2, Y13) (+2500 Hit points), A3 (X8, Y14) (+3 Levels), A3 (X3, Y3) (+50 Hitpoints), A3 (X2, Y10) (+50 Spell points), A4 (X9, Y11) (+25 Might), A4 (X3, Y10) (+10 Armor Class), B1 (X14, Y13) (+100 Elemental Resistance), B4 (X2, Y2) (+100 Luck), C2 (X1, Y8) (+15 Levels), D1 (X6, Y13) (+100 Might), D4 (X12, Y4) (+10 All Statistics), D4 (X2, Y4) (+50 Elemental Resistance), E1 (X2, Y10) (+1000 Spell Points), F1 (X13, Y8) (+500 Hit points), F4 (X14, Y3) (+50 Armor Class)

All of the benefits gained from drinking from the wells will stay with you until the party rests. If you have a Rejuvenation spell, you will find

that you can go much further a lot more quickly by using the magic of the wells and shrines. (The Rejuvenation spell can alleviate the need for your party to rest.) When traveling within the Sprite and Aging forests to the southeast, you will discover some small, yellow wicker huts with baskets of "Forbidden Fruit." Some of these are beneficial and others are decidedly negative. Before partaking of this bountiful crop, it would be wise to activate the magical device known as the "SAVE." Thus, you can undo any damage that is done to members of your party.

Also in the same forests, you will find quite a few clearings. Many of these are inhabited by trolls who have carelessly left the entrances to their homes open so that hapless travelers could fall in. If you want to battle the trolls, you will probably not be able to avoid tumbling into their holes, but with the following listing of the locations, you will at least be prepared for it. **B4 (X8, Y12 / X12, Y13 / X11, Y6), C3 (X2, Y0), C4 (X4, Y14 / X7, Y5 / X13, Y5 / X14, Y11), D4 (X8, Y12 / X14, Y5), E3 (X7, Y0), E4 (X6, Y8 / X5, Y5 / X13, Y6)**

In different locations, you will find the lairs or nests of the monsters which inhabit the sector you are in. Destroy these to gain easy experience, but do not pick fights with those you do not have to.

Typical Tower Trappings, or How to Decorate Your Dungeon

The modern day dungeons can often vary in what you can expect to find within (besides the obligatory and omnipresent slaving beasties and terminally hostile humanoids.) However, there are certain items that you can expect to find on a regular basis.

Potions are a good example of something which might be found lying about in the next monster lair you visit. While there are potions which are not easily identifiable and thus worthy of the all-mighty "SAVE" spell, many can be trusted to follow a universal color coding. Each color represents a particular stat which will be raised upon consumption.

(Blue- Personality, Green- End-

urance, Orange- Intellect, Purple- Speed, Red- Might, White- Luck, Yellow- Accuracy)

When you go there, you will find that you require a key. Go back and talk to the Monkeydog a couple more times (with melons, of course) and he will give you the key. You can get more disks from the Temple itself, as well as the sprites in the tree outside when you rescue their captured sister. While in the temple, you will find it worthwhile to undergo the ritual to become a disciple of Bark. This consists of finding the level with the dials, setting the west dials to 1, north to 2 and east to 3. You must then pull the lever on the same floor and drink from the fountain in the center of the dungeon. This entitles you to the benefits of the "fruit rooms" on the bottom level. When you go to the bottom level of the temple, only give gems to the four skulls in the south-most paths. Keep feeding them gems until you get the little chiming tone that you should be used to by now. You may now partake of the fountains in the fruit rooms to receive additional permanent elemental resistances.

You will have to spend a considerable amount of time building up your party. Start with the area around Castleview and expand outward. Explore every sector completely so that you do not miss an important clue of location. When you can afford it, purchase pathfinding, swimming, navigation and mountaineering so that your party can travel freely about the land. These skills can be expensive, so only train as many as you need.

Complete as many quests as you can, and eventually you will have enough disks to restore various levels of the castle. On the second floor, you will encounter the Captain of the Queen's Guard. Until you bring him the songbird of Serenity



endurance, Orange- Intellect, Purple- Speed, Red- Might, White- Luck, Yellow- Accuracy)

Although you would not normally expect a dungeon to be a good place to stimulate your intellect, there are some opportunities to further your education in the form of books. The majority of books are beneficial, but some bestow their gifts with a price. Unlike potions, which have a limited number of doses, generally every person in your party can read and benefit from each book. Some books might require you to have the Linguist skill in order to decipher them.

Occasionally, you will find a device which looks as if is meant to trigger something. Whether in the form of a switch, lever, button or something else, you will very likely need to do something with it. After all, most of these objects were put there for a reason, so go ahead and push, pull and turn to your heart's desire.

The dungeon features which have the greatest tendency to gladden the bold questor's heart is the treasure chest. While they, at times, appear in other forms, such as cabinets or safes, their most common incarnation is that of the innocent looking oak box with black steel bands holding it together. Since these containers almost always hold valuables, they are well worth the effort and occasional trap to attempt to open them. Needless to say, your thief or ninja is best suited for such duties.

from the Dungeon of Lost Souls, he will not aid you. On this level, you will also find a clue to the identity of your nemesis. The name is not written on the walls, but in the walls.

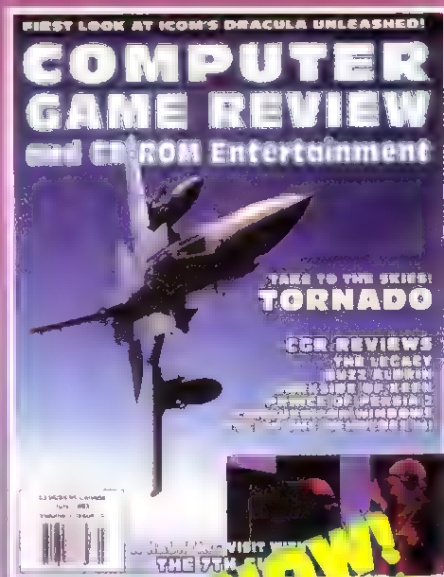
After he hears the song, he will send you to meet the Queen's Champion. You need to get his bridle enchanted in Natasha's shop in Sandcaster before he can help you to gain entrance to Castle Blackfang. Assuming you can fight your way through the vampire hoards to the Queen's side in the basement, you will discover that you need her crown before you can rescue her. Now you are ready for the Dragon Pharaoh's Pyramid. **-Alex Rees**

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HCGH2





CGR STRATEGY

Six, five, four, three, (ignition sequence start) two, one... Feel the anxiety as the Atlas rocket lifts off the launch pad with the very first astronaut. Have you performed all of the necessary research and development on the capsule? Are you taking unnecessary risks to be the first one in space? These questions can be answered when you play Buzz Aldrin's Race Into Space!

Buzz Aldrin will take you to new heights. This is a very hard game, and it will differ greatly from person to person. If you follow this guide, you may find that some of the ways that we do things might be quite different from the way you do things.

The first thing you must decide on is who to be. In this scenario, we chose the

THE CHOICE

Americans. One of the best ways to play this game is to play it with a friend. One of you should be the Soviets. This way, you can learn that there are failures on both sides.

The first screen you will see when you start playing Buzz is a picture of your (NASA's) current base. As you do better in the game, the base will grow into a huge complex. The decisions that you will make will determine the size of the base, so remember to plan, plan, plan! Now it



WHICH WAY TO GO

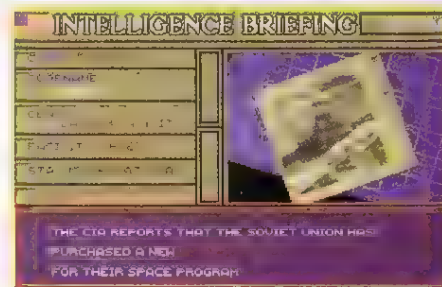
is time to decide which way to go. Do you want to start with a satellite program, or a manned mission? With each game being different, and depending on which model you chose to play at the beginning, it is probably best to use a satellite. Watch how much money you have, and initiate the satellite, Atlas rocket program, and the Mercury program.

The next step is to move to R&D and do some research on the Atlas rocket program, and also on the satellite program. If you do your research correctly, you will end up with one unit left. At this point, you may try to schedule a launch with a

satellite, or end your turn; it is better to end your turn

SNOOPING AROUND

here. Be sure to read the reports at the beginning of the year; they hold valuable information. When the time comes, you can read the CIA reports. After reading them, you can choose to go in the opposite



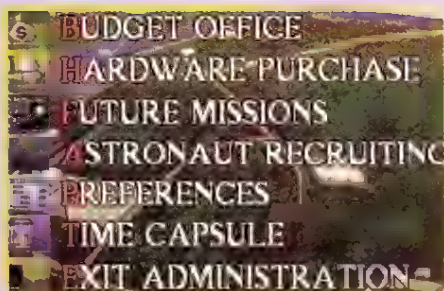
direction as the opponent is going, or if he happened to be going in the same direction, it may be time to take a risk.

Let's say that the Soviets are planning a launch of a satellite sometime in the next season. You may wish to plan one for an earlier month, and possibly get the prestige points first!

Don't worry if you do not get there first; this is a long game, and history proves that the Soviets did very well in the beginning.

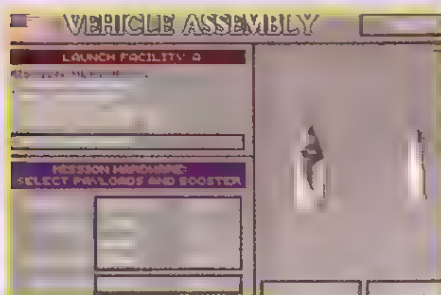
It is the second year and you have no funding, so just read the news and go to the administration building and plan a future mission. Select "launch a satellite" and con-





tinue. Just for your information, this launch will probably fail, but it is worth it for the prestige points if it is successful, and you will not kill anyone, so GO FOR IT! End your turn now.

On the next day, read the news information and look at the latest CIA stats. Now, move to the Vehicle



Assembly building. Press the "Assign" button. If nothing happens, you may have to press the "Auto Purchase" button—if you have to do this, you had better make darn sure that you

THE FIRST LAUNCH

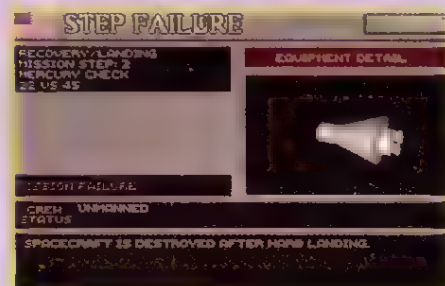
have enough money to cover it.

If you don't have enough money to cover it, you must select "Scrub Mission." This is not good; not only do you lose prestige points, but more importantly, you will lose the chance to have the first satellite. This serves as a good lesson. If at all possible, try to buy all of the equipment before you assemble it, or before you do the research and



development! Now, do your basic research as usual.

Take a look at the the picture below and on the left. If this is your first launch, you will want to look at the bars. The first bar that will appear is blue. This bar represents the safety factor of the craft that is going up. There are three possible actions that will happen at this point. You will either see a red, yellow, or



green bar. If the red bar appears, chances are the mission will fail and you will see a scene explaining what went wrong.

If the yellow bar appears, it means that your astronaut corrected the problem; this is why you want to pick someone with a high skill level if at all possible. The next bar that might appear will be green. Yes,



this is the ideal color to have. It means everything went well with this

phase of the mission. Sometimes, even if there is a red bar, your astronauts may be able to fix the problem.

By this time, you are probably ready for your first batch of astronauts. The way you set up the game will determine what astronauts you will want to take. Make sure you choose Slayton and Cox. They are

"To be the first man to fly to outer space, to enter into a single combat with nature. Can one dream of anything greater?"

**-Cosmonaut Yuri Gagarin
April, 1961**

"... The most important thing is that Russians have left the Earth and the race for control of the universe has started."
**-Charles Brewton
October, 1957**

good! Whoever you choose, it is hard to keep all of them happy, so do not worry if you lose some—you can always recruit some more. Your next decision will be based off of R&D. If you kept up with research on the Mercury program, you should almost be ready to blast your first astronaut into space. The decision must now be turned to R&D and your CIA reports. How much is enough to try a launch? I have put a man into space with a safety rating as low as 65 percent. My friend argues with me about taking a man (Slayton) out of basic training and getting him up into the air. My theory is, let him finish basic training, and use that time to send up unmaned missions. Sometimes his way works, and sometimes my way works. The difference is, if his way works, you will get the prestige points, but if it does not work, you will lose 10 points. You will have to experiment yourself—there is no one answer to this game. After you choose which way you are going to go, you should have some decent money rolling in. One thing to do is keep on sending up satellites. Not only will you receive prestige points, but it keeps you in good with the government. They will watch your progress closely, so do your best.

Having some money now, you must decide again in which direction you want to go to further the program. As you might expect, there are several directions you can go at this time. However, I would now suggest buying the second rocket, the



Titan rocket program. If you have enough money left over, you might want to purchase the second satellite program. The research should go faster for this rocket and satellite. Remember to have the rockets and capsules on hand before you do all of the research.

At this time,
y o u

YES, YOU'RE IN SPACE

should consider buying another launch pad. You should also recruit astronauts whenever you get the chance. If you can afford it,



you should be trying at least two missions each turn, sometimes three. Keep in mind that there is still no reason to take unnecessary risks with your men.

When the second or third batch of astronauts come out of basic training, give them some advanced training. The way I handled it was to look at their ratings. For example, if

John Ford:

Cap.....	2
L.M.....	--
EVA.....	--
DOC.....	4
END.....	1

the astronaut above has these attributes, the logical thing to do (at least for me) would be to send him for some extra work in advanced capsule training. This will probably give him the best chance to succeed at something other than just docking,

and, let's face it, you could always use a good pilot. If the opportunity comes up for you to select a woman astronaut, jump at the bit to get her, and train her fast. If you can be the first person to get a woman in space, your prestige points will soar!



The next step is to buy a docking module. The docking module only has a safety factor of 40 percent, and you cannot increase it through research and development. You will have to launch either a Gemini or an Apollo to dock with it. This is one

"The space program is a high risk business. A great emphasis is made on minimizing these risks, but catastrophic accidents can happen. For the near future, going into space will never be routine, like riding in an airliner. In this simulation, the player is held responsible and accountable for the loss of life. Safety is strongly encouraged and the player who ignores this is punished! If this is to be a realistic simulation, the possibility of catastrophic failure must be included without sugar-coating the issue... In this simulation, film footage of catastrophic events is not meant to take advantage of or harm the relatives and survivors of these events. The intention is to educate the sacrifices that these individuals made!"

-Fritz Bronner



part of game where a risk is going to have to be taken. The main thing to remember is to use your best people in this installation. Delay your launch if you have to, but make sure your people are capable of handling this job, because it is dangerous. Like I said, there is no set pattern to this

game—all of the actions that were described worked for me, so good luck. A special thanks goes to my friend John Poteraske for keeping me sane through disaster after disaster. A stand-by friend is always a great help in critical times! The Eagle has landed!

-Rick Zalud

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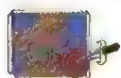
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HCGH2



CGR STRATEGY

"What was life like in the old days? Well, I'll tell ya. Towns like Coarsegold were thriving in the days of the Old West. People were coming in from the east in hopes of finding fame and fortune, either as a rootin' tootin' gunslinger, panhandler, poker player or any other respectable profession. A rather famous gunslinger by the name of Freddy Pharkas was born in St. Louie around this time, and he was the fastest draw around until the day he had his ear plumb blown off by the evil Kenny. Freddy left town, earless, prideless and full of angst. He decided, as is common with washed-up gunmen, to turn to pharmacology. He moved out to our town and opened up his own shop, helping the townsfolk with his incredible remedies and acts of bravery. Here's a little background on how he solved some of the town's many problems."



FREDDY PHARKAS

BY SIERRA

FRONTIER PHARMACIST



Penelope, my one and only sweetheart, always gets my strict attention!

Gollee! When I first got to this fine village, I didn't know what to expect. Fresh out of medical school with a twinkle in my eye and my six-shooter in moth balls, I scraped up enough money to purchase my own pharmacy at the end of the block on Main Street. Naturally, I stocked it with all of the necessities, including a elaborate ice cream parlor to fix up those great treats for young and old alike! What a job! Fixing ice cream and fixing ailments at the same time! I thought I would be set for life.

However, I was set for a disappointment. Soon after I opened the shop, the town began experiencing some rather odd things. For example, the old hotel down the block was closed for no apparent reason. Next, the clothing store and the post office were shut down. Before we knew what hit us, many of the shops were permanently comatose. It didn't really bother me until the ice cream shipments stopped coming in. Hey, we all have to deal with business problems but sometimes things go a little too far! I resolved to find out just what the heck was going on. In order to do so, howev-

er, there were a few initial problems that had to be solved, concerning the townsfolk and the town itself.

The day I decided to start my investigation, my beloved Penelope came into my pharmacy. Ah, she was indeed a vision of beauty. My heart was smitten the first time I saw her, and I would help her in any way! I ventured to the rear of my store to my personal lab.

It seems Doc Gillespie found a way to write a prescription for Penelope in between shots of whiskey at the saloon. The prescription called for 4mls. of Tyloxpolynide. However, I found my stock to be a mite short to fill the order. Consulting my *Modern Day Book of Health and Hygiene*, I discovered a related formula that would aid poor Penelope in her battle against the vapors: Pepticylmachine Tetrazole. Being a liquid medicine, I quickly bottled the desired amount and returned to my customer. Naturally, Penelope was very grateful for my help. She promised to repay my kindness in the future. I only hope I can stay in business long enough to have a future in this struggling burg!

Next, Ms. Back waltzed through



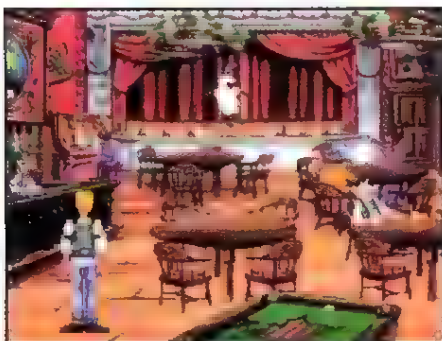
Many shops in Coarsegold had already shut down. Who would be next?



Many useful objects in Coarsegold are difficult to see, but are vitally important.

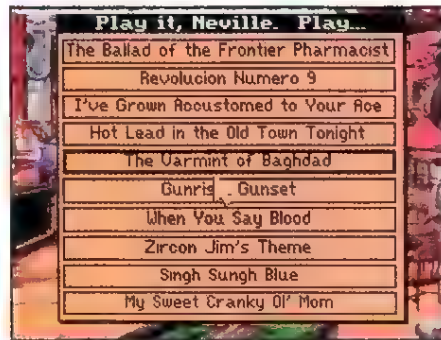
the front doors. She's the type that can always complain about some discomfort, and she's run up quite a tab for the various balms and treatments prescribed for her. She was quite irritated at the good Doc for writing her another prescription, and I wasn't all that thrilled to fill it. However, the customer is always right. Quinrazate was the prescribed drug to help ease her pain. This particular prescription is a bit trickier to fill, especially since it has to be converted to a pill form. Luckily, I recently purchased an Arm & Hammerhead Pill Maker 4000, which really makes squashing powder into pill size a heckuva lot easier.

This done, Sadie the "Lady" burst in and needed a rather special drug. Her "profession" dealt with making the working man happy, and she wanted to keep it that way by not having any Little Sadie Ladies running about town. This time, Doc's prescription was totally illegible. I told Sadie to sit as tight as she could, and I'd return. I rushed down the block to the saloon, and saw the good doctor reclined in his favorite drunken position at one of the tables. I swiped the shot glass from in front of him. Returning to the



Ol' Doc Gillespie keeps regular hours at the town's saloon. What a lush!

Pharmacy, I went back to the lab and read the scribbled prescription through the bottom of the shot glass. It instructed me to create a dosage of Testosterone for Sadie, but after again consulting the **Book of Health and Hygiene**, I found this prescription to be a little unusual, especially for a woman. I debated about whether or not to fill it, but I eventually found a suitable option. Further reading in the book brought forth mixing instructions for Estrosterane, which helps to "prevent conception after marital relations." Although Sadie wasn't anywhere near married, I knew this was the right drug for her. I whipped up a batch, and Sadie was also very grateful. However, I'm reluctant to cash in on her method of payment.



The saloon's famous pianist, Neville, will gladly take requests for your pleasure.

Next, a saddened Smithie visited me. He was in a funk because he could no longer afford to keep his blacksmith shop open. I was distraught! Yet another business had failed in Coarsegold. However, Smithie was also bothered by inflamed tissue in a sensitive area. Fortunately, I had "Elephant-size Preparation G" just waiting to be used. Smithie was so thankful, he actually paid his entire tab in full—a whopping \$4.87! He left with a nice compliment and walked out of my life forever.

Now the town problems really started happening. It seems the horses throughout our fair village had developed a rather nasty health problem. They were continually expelling large amounts of gaseous matter that did nothing for the smell of the clean country air. As a matter



Poor Smithie is the latest victim in the rash of shop closings in the town.

of fact, it was believed that striking a match outside would lead to an earth-shattering explosion because of the depletion of oxygen thanks to the horses. Something had to be done. First off, I had to devise a way to take a sample of the horses' fumes without getting affixed at the same time. I needed something that wouldn't be invented for another sixty years—a gas mask! Luckily, I found the necessary implements to construct just such a device.

First, I searched around the rear entrance to Mom's Cafe. Here, I found an ice pick stuck in a barrel, as well as a small vial of an elixir. I grabbed both objects and headed over to Smithie's abandoned blacksmith shop. Here, I found some useful leather straps, a

rope, and, hidden in the forge, small chunk of coal. Next, I ventured into Mom's and asked if I could have an old empty can from one of the shelves. Afterwards, I was on my way





Freddy has to solve a rather smelly situation that has invaded the town's air.

to the Mercantile, when I suddenly became kind of dizzy. I had to act quick, or I might have passed out! I swiftly punctured the can with the ice pick. Next, I placed the lump of coal inside the can and attached the leather straps to it. Voilá! I put the mask on and took a couple of deep breaths. It worked!

With my head cleared, I entered the Mercantile and found a handy paper bag. I used this bag to collect a sample of the horses' gas. This was not at all simple. The trick was to wait until the horse's tail was lifted into the air by the force of his internal blast. I had to be quick when retrieving the sample, because the smell was really horrendous! I rushed back to my pharmacy and tried to see what I could do about the horses' ailment. First, I went to the lab and dumped the contents of the elixir found behind Mom's into the alcohol lamp. Next, I lit the lamp with the matches and placed the Gaseous Spectrometer in front of the lamp. Taking the sample of gas from my inventory, I opened it above the lamp's flame and it produced a healthy spectra readout.



Why is the town's sheriff so onery? Could he be behind the shop closings?

The readout indicated that the animal's flatulence was due to an excessive amount of lentils in the horses' diets. Consulting the *Book*, I found the appropriate cure: Aminophyllic Citrate. Boy, I never thought my training as a pharmacist would bring me to creating remedies for farting horses! I guess my profession is more varied than I thought. After mixing the chemicals per the instructions in the *Book* (remembering the most important step of diluting the mixture with water), I corked the solution and hoped that it would bring an end to the air-quality problem of Coarsegold. I exited the pharmacy and emptied a small amount of the mixture into the water trough outside my store. To my utter delight, the horses seemed to be immediately cured! I jumped for joy and proceeded to dispense the Aminophyllic Citrate into all drinking troughs throughout the town. It worked! The horses returned to normal. However, to my chagrin, another crisis was about to hit us.

A young lad came running up to me outside my pharmacy with a distressed look on his face. He informed me that a stampede of extremely violent and ill-tempered snails was on its way towards Coarsegold! Terrified, I asked how long it would take before these fiends would ransack the entire town. The boy told me it would probably be a few weeks, but could we, as a town, justify blowing off a solution and living in fear for a fortnight? Absolutely not!

Knowing a little bit about the habits of Slowpokidus Tyrannicus (the type of snails stampeding towards us) from my biology classes, I quickly set to finding a way to divert their intended path. As I understood it, these snails were suckers for a good brew, so I figured I could fix 'em by getting them to fall into the gorge. I went to the saloon and purchased a six of Loebrau, fresh from my hometown of St. Louie. I knew this beer would work. Naturally, I had lost my bottle opener when cleaning my room last month, so I had to find another method of opening the bottles. I sauntered over to the church

(behind the saloon) and took a close look at the keyhole on one of the doors. Although it felt like booing the Pope, I swiped the key from the church and used it to open the bottles of beer. Next, I ventured outside of town to meet the stampede. The old bridge almost fell apart as I crossed it, but I made it to the other side. Stepping up to the stampede, I quickly grabbed a couple of snails, just in case I needed them for future use. You never know, right?

I proceeded to lay a stream of beer from the edge of the cliff to the stampede, hoping to save the town from catastrophe. To my relief, the snails fell for the beer path, and proceeded to fall right off the cliff into oblivion. As the last snail went over, I got up and turned around to see an authentic Indian (from India!) sitting atop an



Freddy's ingenuity has saved Coarsegold from a stampede of vicious snails!

anthill behind me. After talking with him, I discovered his name was Srini, and he was stuck on the anthill because his beliefs would not allow him to hurt any living creature, and he might squash a few ants if he climbed down.

Dismissing the preposterous illogic concerning how he got on the anthill in the first place, I set to finding a way to help him down. I searched the town for a suitable device, and finally located a ladder next to the slide outside the schoolhouse. Swiping this as well, I returned to Srini and he used the ladder to come off the anthill. He was so grateful, he decided to take a job as my assistant! This done, another crisis erupted. The people now have a terrible stool-control problem! Will my work ever end?

-Tim Ostermiller

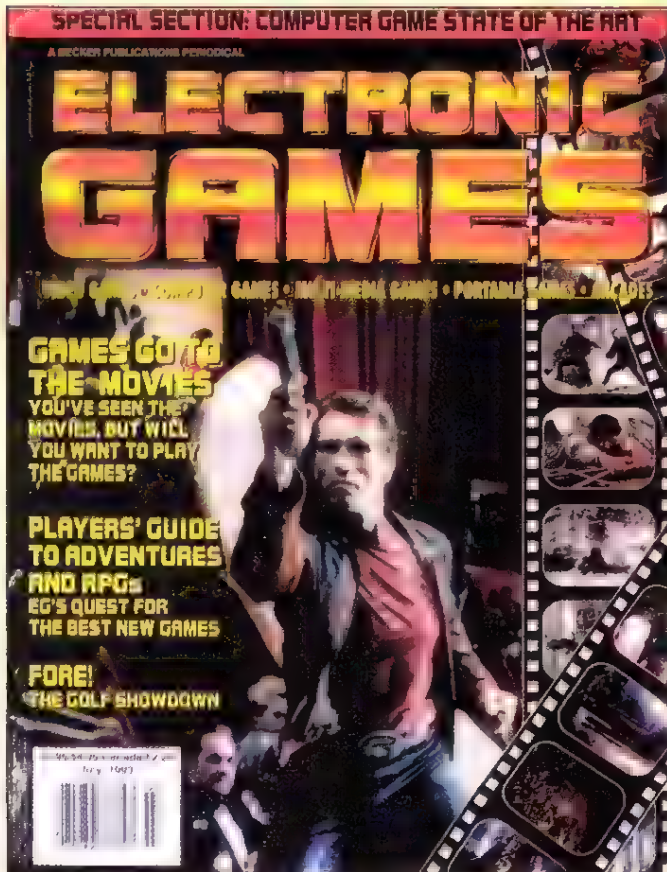
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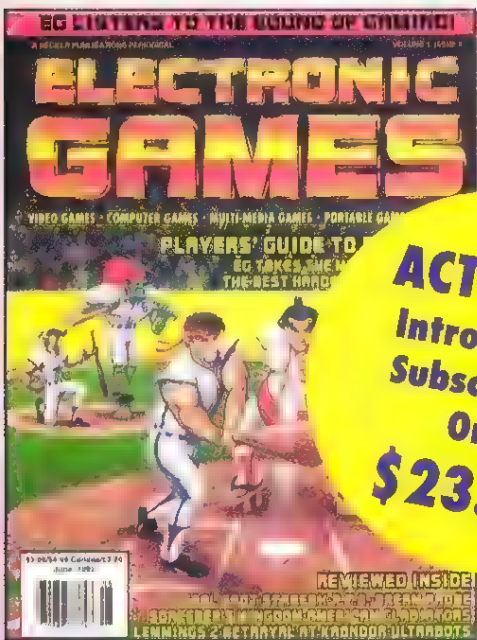
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CD-ROM SHOWCASE

Eric the Unready

by Legend
for PC CD-ROM

Sometimes a genre, or a technology, or even a species, just before passing into antiquity, will produce a giant of its kind. Bob Bates' *Eric the Unready* represents a kind of game which is already out of date, yet it seems determined to take the verb-noun, text-driven RPG out with a bang.

Eric the Unready is a collection of obsolete interfaces, clunky mini-games, amazingly witty text entries cheek-by-jowl with toilet humor, and some pleasantly lilting lute and harpsichord-style musical accompaniment. In short, it's a dinosaur; a white elephant dominating an otherwise dull garage sale, but a white elephant with sufficient charm that fanciers of its type may well feel compelled to make room for on their hard drive shelves.

The basic plot of *Eric* is as prosaic as one might expect from a pastiche/parody, full of kidnapped princesses, supernatural creatures, and magical spells. What makes it fly is its deft humor. *Eric* is a sort of Medieval version of Capt. Parmenter from TV's *F Troop*. He's a good-natured, but hopelessly awkward oaf who once won a crucial joust when he inadvertently got his lance tangled in a tree and the falling apples rendered his opponent unconscious.

Since then, however, it's been pretty much downhill for the unworthy knight. He's accidentally impaled several instructors already, and the shop steward is at the point of sending him on the sorriest missions imaginable. In fact, as the game begins, *Eric* is being dispatched to see a nearby farmer whose daugh-

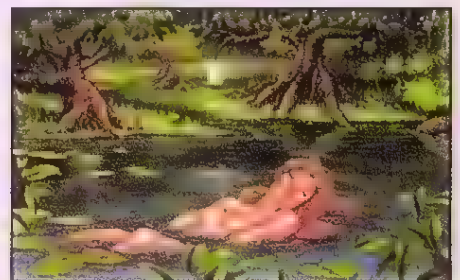
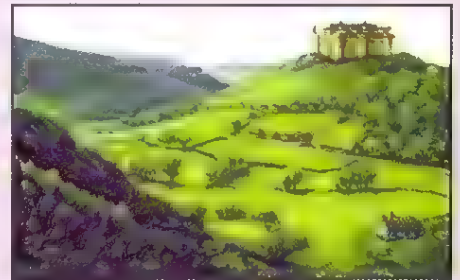
ter was transformed into a pig by an enchantment. It seems only a kiss from a knight will reverse the spell, but the instant the Unready One puckers up, the pig heads for the outhouse (or, as the Brits will have it: "privy"), where it scampers down into the muck and must be retrieved by an incredibly tedious, not to mention disgusting, process. Then, just when all seems darkest, the missing princess mission turns up, and *Eric* is given a chance to redeem himself.

There's lots of genuinely funny, laugh-out-loud material in the course of this adventure. Can any game with a wicked knight named Sir Pectoral go very far wrong, after all? The problem, however, is the bloated primary interface, the most incredible multiple noun-verb system ever assembled. The top left of the screen is devoted to a series of click-on buttons which include the primary commands, such as map, inventory, and help. To the right of this area is an eight-leaf directional rosette and buttons for up, down, in, and out commands. The upper right of the screen contains SVGA illustrations featuring limited animation (doors open and close, items can be moved, etc.). The lower right of the screen is devoted to the dialogue window while the remainder of the screen contains long vertical lists of command and object words.

Although the documentation assures the user that the solution to any puzzle is contained in the first grouping of verbs, there are more than five times that many available. Yet amidst this incredible congregation of predicates, it is surprisingly easy to become frustrated. Even with a hundred verbs, the one the user wants is frequently elusive. The problem is obvious: the more specific the decision-making process, the more complicated and confusing

even the simplest tasks become.

Complaints aside, however, hardcore fans of RPGs with a sense of humor should definitely get ready for *Eric the Unready*. They will no doubt find the interface less cumbersome than casual adventurers, and the satiric side more amusing. For the rest of us, rescuing a pig from a pile of dung may seem a strange subject for simulation, but *Eric* has its charms, awkward and old fashioned though they may be. **-Bill Kunkel**



European Racers

by Revell/Monogram
for PC CD-ROM

The name Revell-Monogram conjures up powerful images for anyone who ever laid down trowels of airplane glue in order to affix a plastic wing to the wrong side of a B-52 fuselage. Cars, ships, planes, and the machinery of war have been the popular stock in trade of model companies since the baby boom era.

Now that faithful friend from days of yore, Revell-Monogram, has transported the hobby of model making to the computer with Power Modeler European Racers, the first in a series which will later include Power Modeler Muscle Cars and PM Hi-Tech Aircraft. A Sega CD version of European Racers will follow later in the year.

While constructing models from CD-generated images doesn't have the same tactile appeal as actually fitting those car doors onto the chassis with one's own, glue-stiffened fingers, it is also undeniably neater. Which means kids probably won't have any use for this program, but older, retired model makers may well find the old interest rekindled.

The real appeal of this series, however, comes after the model is built. In the "real" world, the completion of a model is an experience marked with conflicting emotions: for every ounce of pride in one's accomplishment, there is a half-litre of regret for its conclusion. The model then goes up on the shelf where it sits and collects dust, waiting to be crushed beneath the insensitive limbs of a younger sibling ("Oh, wow, look—a car! Neat! Do the doors open? Whoops!").

Not here, brother. Once a model has been constructed, it can be taken out onto the hottest backroads in Europe and then run through its paces on four tracks in a polygon animated, arcade simulation, complete with digitally-recorded sound track (Sound Blaster required).

The European Racers kit contains parts and animated assembly



Outrun the police on the way to the track, then take the checkered flag in the race!

instructions for the Porsche 911 Slant Nose, the Lamborghini LP500S, the Bugatti EB110, and the Ital Design Nazca M12. The assembly process is rendered painless, with the lack of tactile involvement compensated for with tips on model building, interesting data about the various high-performance vehicles being assembled, and a neat painting option that allows the user to view their vehicle in a variety of different colors before selecting the final hue.

The actual racing sequences are multi-phase, beginning with a run to one of the four tracks—the Zurich Switchback, the Sicilian Jackknife, the Barcelona Corkscrew, and the Stuttgart Screamer—through the backroads of Europe, complete with obstacles, including the local constabulary, which must be avoided while racing at extremely high speeds. The player must get to the track with enough gas (and enough car) left to run the race, whereupon they compete in a 5-lap competition on the selected course.

A car can be modified, even during an actual race, to fine tune it in accordance with local road and weather conditions. For example, the transmission can be switched from automatic to manual, or new tires can be thrown on at a pit stop if the track turns muddy.

Included as part of this package is an actual Revell-Monogram model of one of the cars included in the game—the Porsche 911 Slant Nose. Given this car's incredible looks and outstanding crowd appeal, it was a logical choice for the premiere kit in the game. It's a Skill 2 level model, so even those of us who've been

away from plastic pieces for a while should be able to put it together by way of comparison with the more modern version of model making. The computer mode is cleaner, but you may miss tearing the hardened modeling glue off your fingers.

European Racers is an excellent program which makes maximum use of Revell-Monogram's expertise in conjunction with first-rate game programming. It bodes well for the long-term life of this series, which will include other vehicles in future releases.

-Bill Kunkel



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CD-ROM SHOWCASE

Indiana Jones and the Fate of Atlantis

by LucasArts
for PC CD-ROM

The CD-ROM version of the floppy classic, *Indiana Jones and the Fate of Atlantis*, may not feature the voice of actor Harrison Ford as Indy, but it is sufficiently studded with add-on value that even owners of the original may be tempted to duplicate their purchase.

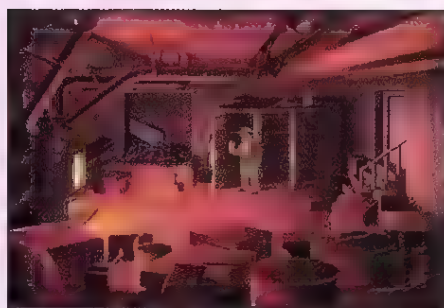
In addition to the game itself, the CD version offers a demo and previews of other LucasArts games, including *Day of the Tentacle* and *Sam & Max*.



Hal Barwood's graphic adventure, *Indiana Jones and the Fate of Atlantis* (co-designed with Noah Falstein) was a state-of-the-art game when it was released on floppy disk format, and the addition of speech helps keep it that way on CD.

The game opens with a wonderfully cinematic, multi-stage introduction and credit sequence in a museum and moves quickly from slapstick to cliffhanging menace as Indy crosses the street to the college. There, he meets a sinister German secret agent posing as an antiquities collector, who steals a tiny bead Indy has acquired, sending everyone on a chase halfway around—not to mention *under*—the world.

The interface is *almost* like a new-found treasure with the addition of speech. Everything is so much more realistic that little bumps in the illusion, such as on-screen commands, can be more easily ignored. But there are still bugs in the LucasArts



interface that cannot be ignored. Indy can "pick up" a newspaper, for example, but he cannot "open" it, or even read it (a "look at newspaper" command produces the illuminating comment: "It's today's paper." There is no "read" command and "use" doesn't work!). Not even great graphics and speech can compensate for the constant little frustrations produced by this still-imperfect system.

One also gets the impression that many of the dialogue selections are meaningless frills. No matter what Indy says, he often gets the same reaction, though the designers did integrate a few clever touches using the dialogue options.

The game also integrates several enjoyable action sequences, and these hype play tremendously. The plot is a natural: it's 1939 and those ever-resourceful Nazis have hatched yet another plan for world domination based on a popular element of folklore. This time it's the existence of Atlantis, and the secret of its destruction, that holds the key to the Axis' power play. Will Indy survive a game of real-life bumper cars with Gestapo agents? Can he successfully fly across the Sahara—in a hot air balloon? Will he capture the Nazi sub, find Atlantis, and defuse the ancient Doomsday Device that is hidden there? Heck, will America win the Second World War?!

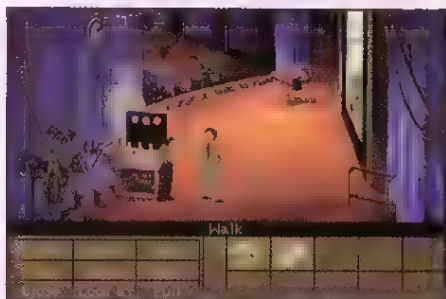
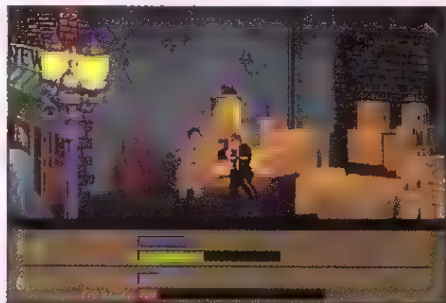
These questions and more will be



answered in the course of this globetrotting, puzzle-studded adventure which even non-adventure gamers are likely to stick with, in return for the audio-visual payback and action sequences.

Sound-wise, some of the voice compression seems a little choppy, and syllables are occasionally lost in the middle of a competing sound effect. Overall, however, the voice characterizations (especially Doug Lee as Indy) are excellent and the speech reproduction first-rate. Also, happily, the excellent iMUSE musical scoring system has been brought over from the floppy format. iMUSE provides a level of musical interactivity by keying different music to almost every move the player-character makes.

The system that drives any adventure is its interface. Yet despite some flaws in the LucasArts' engine, *Indiana Jones and the Fate of Atlantis* is definitely a trip worth taking, even if an occasional backfire mars the soundtrack. **-Bill Kunkel**



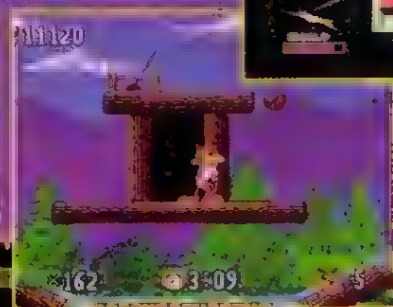
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Nazis. My mortal foes. They'd been on an unstoppable rampage across Europe, and world leaders couldn't figure out what to do. Hitler had gotten hold of the Spear of Destiny, the weapon that pierced the side of Christ as he was crucified, and with it they were unbeatable. That's where I came in.



I'd dealt with these scum before, so I thought I knew what to expect. I was wrong. The castle that held the Spear was also home to guards, SS, officers, dogs, mutants and some of the heaviest hitters in the German war machine. Of course, for an American, they didn't prove to be too much trouble.

After some grueling battles, I finally reached the Spear. When I grabbed it, I felt a funny jolt. I knew I was in for it.



Hell. Not only does that describe how I felt, but it sums up the place I was. There were some nasty ghosts who reappeared every time I shot them. Things got worse.



I turned a corner and saw the biggest, ugliest demon I'd ever laid eyes on (not that I'd seen to many before). He started throwing green fireballs at my head, but I was quick enough on my feet to dodge most of them. Good thing, too, because they really stung.



The demon took every round of ammo I had and he still kept coming. Luckily for me, Hell is pretty well stocked with bullets. I picked up a few caches of shells and kept shooting until he keeled over.



I must have passed out, although I don't really remember. The next thing I knew, I

was being picked up off the ground by some Allied soldiers. I was a pretty long way away from Castle Nuremberg, too. The Spear was clutched in my hand. The guys who found me said that there was smoke coming off my body and the grass around me looked as if someone had lit it on fire. I kept my mouth shut about my little jaunt to the Netherworld, since I wasn't bucking for a Section 8.



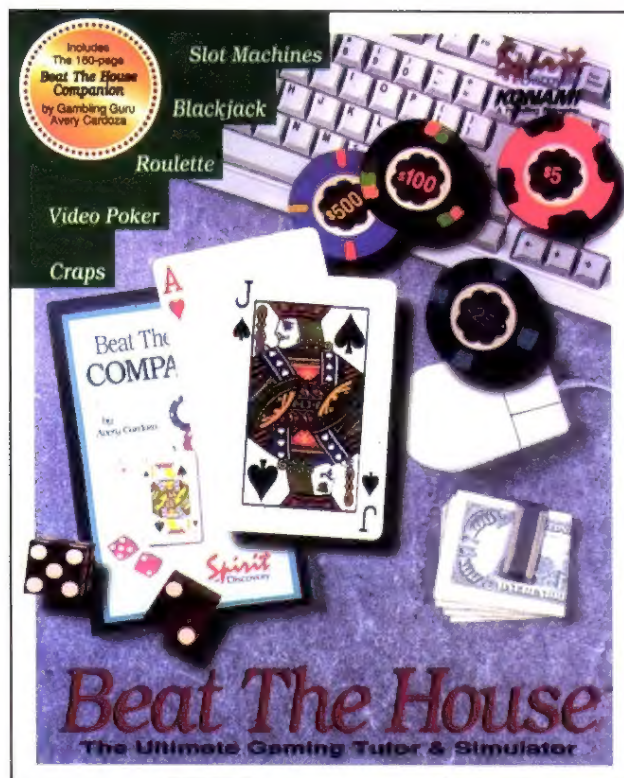
With the spear gone, the Allies will finally be able to destroy Hitler...

And that's my story, pretty much. I did get a chance to meet F.D.R. himself, and he commended me on my fine work at stopping the Nazi advance. I knew even then that it wouldn't be long before I was ready to go back into battle against the Nazis and their mutants. Those ghosts in Hell and that huge demon haunt my dreams, though. Still they were nothing compared to my eventual run-in with Germany's mad dictator himself, Adolf Hitler,...



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